100% SNES

THIS ISSUE: Free Game Boy supplement ● Super Formation Soccer II ● Mario is Missing ● Rock 'n' Roll Interplay-style ● Bubsy Bobcat ● Jurassic Park latest news ● Desert Fighter

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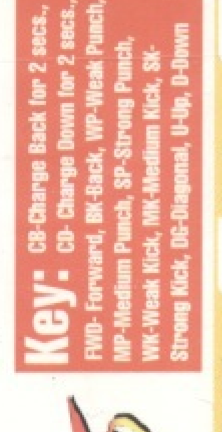
MORTAL KOMBAT

Exclusive Review

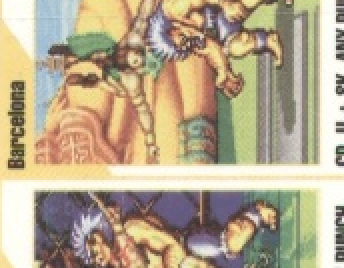
Arcade-perfect or censored beyond recognition? Get the facts in our

Street Fighter II Turbo

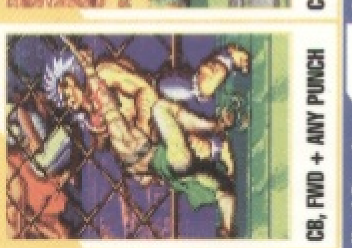
Key: CB-Charge Back for 2 secs., CD-Charge Down for 2 secs., FWD- Forward, BK-Back, WP-Weak Punch, MP-Medium Punch, SP-Strong Punch, WK-Weak Kick, MK-Medium Kick, SK-Strong Kick, DG-Diagonal, U-Up, D-Down



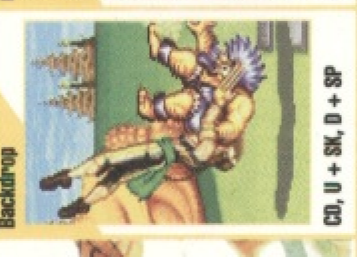

Vega

Barcelona — CD, U + SK, ANY PUNCH



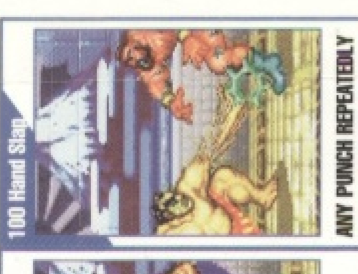
Claw Roll — CB, FWD + ANY PUNCH



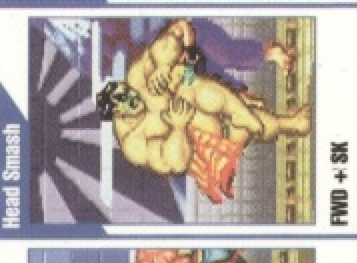
Backdrop — CD, U + SK, D + SP



E. Honda



100 Hand Slap — ANY PUNCH REPEATEDLY



Head Smash — FWD + SK



Splash — CD, U + SK



Zangief



Headbutt — U, D + MP

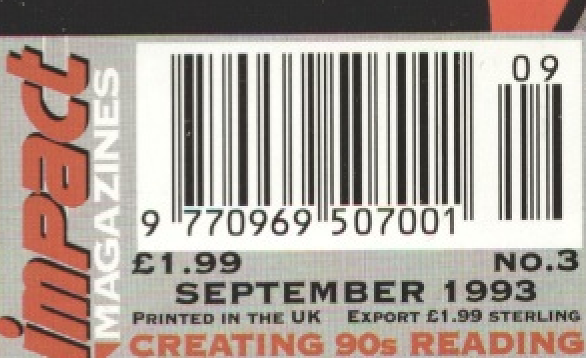


Piledriver — 360° + ANY PUNCH



Lariat — WP + MP + SP





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SNES FORCE • ISSUE THREE • SEPTEMBER 1993



MORTAL KOMBAT

Exclusive Review

Arcade-perfect or censored beyond recognition? Get the facts in our Mortal Kombat special.

MORTAL KOMBAT EXCLUSIVE • DRACULA EXCLUSIVE • SUPER SOCCER II EXCLUSIVE

Turbo power!

SFII Turbo new moves unveiled

Bloodsucker?

Dracula preview and interview

If your Mortal Kombat and Streetfighter II Turbo quick-reference cards aren't here ask your newsagent for them. (UK only)

Nintendo fever

New Mario, Wario and Yoshi games





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MORTAL KOMBAT





Prepare for Kombat

The most brutal beat-'em-up ever has finally arrived. Forget the rumours, forget the hype, SNES FORCE brings you the exclusive review — seven information-packed pages of carnage, mayhem and the all-important death moves. **The action starts on page 26.**

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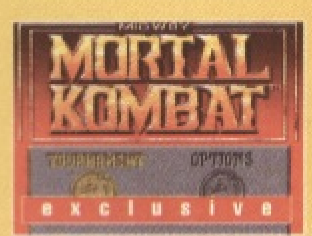
The Guide

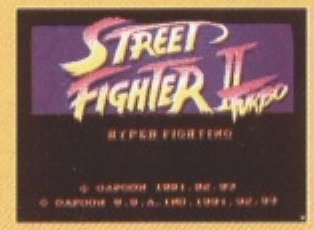


reviewed in full







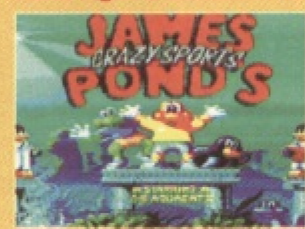






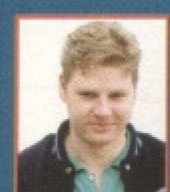




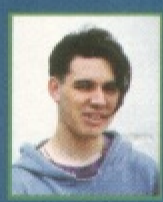


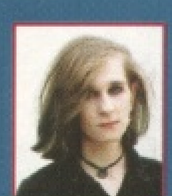
welcome to SNES FORCE

You would be forgiven for thinking only beat-'em-ups are release in September...

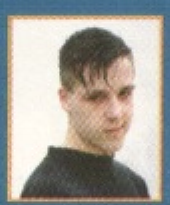

Chris Rice
editor
SFII Turbo

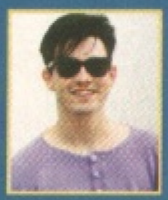

Carl Rowley
production ed
Mario is Missing

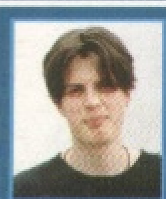

Charlie Chubb
senior designer
SFII Turbo


Will Evans
reviewer
SFII Turbo


Simon Hill
reviewer
SFII Turbo


Chris Hayward
reviewer
Mortal Kombat


Tim Hirschmann
reviewer
Mortal Kombat


Rob Millichamp
reviewer
Mortal Kombat

The News

NO NINTENDO CD FOR '93

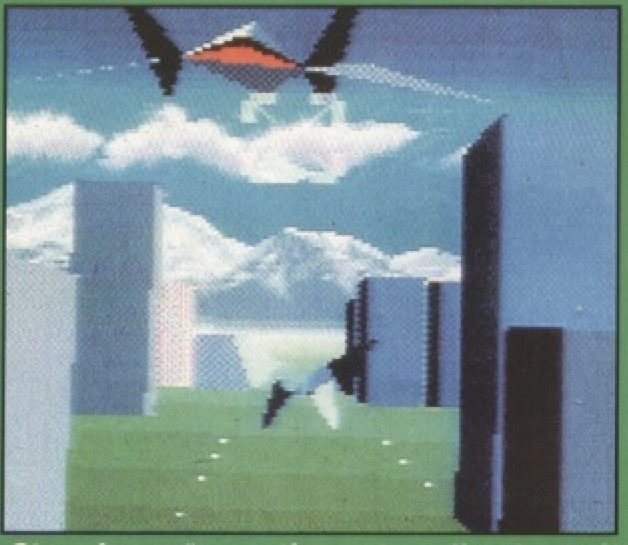
Nintendo has given the clearest indication yet that they will not release a CD unit before the end of the year. Peter Main, marketing vice president of Nintendo of America, made it clear that the software giant is not convinced the time is right for a CD launch. He categorically states: 'Of course we have research, of course we have plans but CD as we see it on the market today is not the answer.'

This would appear to confirm the rumours that Nintendo has scrapped the idea of 16-bit CD system and are instead focusing their efforts on producing top quality Super Nintendo cartridge-based games with a view to releasing an advanced, minimum 32-bit, system in '94. The major stumbling point preventing an earlier release appears to be launching the system at a competitive price.

Peter Main argues: 'There's no point in launching anything (a CD system) yet. The 3DO machine will come in at $700 (approx £500)... Sega CD is $299 (£200) and their drive is dead in Japan, dying over here (USA) and suffering in Europe.' Main goes on to say: 'I'm not interested in any $300-$400 (£200-£260) machines. I'm not interested in anything much above $200 (£130).'

Until they can release a high-quality CD system at such a price Nintendo are remaining firmly committed to SNES software and are focusing particular attention on Super FX games featuring the second generation Super FX chip. *StarWing* continues to sell extremely well and the latest SFX game *FX Trax*, a 3D racer, will be available in the USA in December. There is also talk of two more, as yet unnamed, FX games to released before the end of the year.

So where does this leave Super Nintendo owners? Well, don't hold your breath. Developing a 32-bit CD system for around £130 is an incredibly tough task — and Nintendo have made it clear there'll be no compromise in the meantime just to get a CD system out. We'll leave the last word to Peter Main: 'It looks like we'll have to concentrate on improving the quality and quantity of the games we offer our players.'





Starwing — "...continues to sell extremely well" — so Nintendo's in no rush to jump on the CD rollercoaster. It remains to be seen if they've missed the last ride.

YOSHI'S SAFARI

Producer: Nintendo
Available: August
Status: US release

Here's a nifty new 3D shooter for Super Scope that stars all the wonderful cast of *Super Mario World*. The object is simplicity itself: get astride Yoshi the friendly dragon and blast enemies that appear from the distance in smooth Mode 7 style as immortalised by *F-Zero* or *Super Mario Kart*. Unlike these great racers, though, there's no driving involved — Yoshi's smart enough to follow the road. All you have to do is pretend you're Mario and concentrate on picking off foes as they approach.

The cute story takes place in Jewelry Land, a magical kingdom ruled by the kind King Pot and Prince Pine, who





happens to be Princess Daisy's friend. In the kingdom are 12 magical jewels that protect the land from natural disasters. But the peaceful existence of Jewelry Land is rudely shattered by Bowser and his vile minions, who steal the dozen precious gems.

The theft has terrible consequences for the kingdom, splitting it into two worlds of light and dark, and trapping the King and Prince in different worlds. Princess Daisy, hearing of her friend's plight, enlists Mario and Yoshi's help to regain the stolen gems and return peace to the kingdom.

On hitting the road with Yoshi, all you see of him is the back of his head. Try not to shoot Yoshi's head; if you do he turns around and looks at you sadly and reproachfully. But don't be too worried about Yoshi's feelings — your hands are full dealing with the often-familiar *Mario World* characters coming at you in droves.

Not only do you have to blast away the usual cannon fodder, but you face mid-bosses and stage bosses with unique attack moves of their own. The boss characters are a motley crew including old familiar faces and some new tricky foes, so you have to figure out what their weaknesses are to put them away.

What kind of nasty surprise does Bowser have in store for our heroes for the final showdown? Only time will tell, but you know it's not going to be easy getting to him.

It's good to know that Nintendo is supporting Super Scope with decent software (besides this, the big N has *Battle Clash 2* coming as exhibited at the Chicago CES)... unlike another major hardware-maker that sold a light gun and hasn't followed up with any more games at all.

BRUTE FORCE

Anyone lucky enough to have snapped up a copy of last issue will have read our free *Street Fighter II Turbo* novel. This month we're continuing the beat-'em-up theme by giving you part one of our special edition laminated *Mortal Kombat* and *Street Fighter II Turbo* power move cards.

Want to know how to do Sagat's Tiger Uppercut? Or how to perform Rayden's electrifying death move? Just follow the step-by-step instructions on the cards (there's a key on the back of each explaining the abbreviations) to master all the characters' special moves.

Don't worry if all the characters aren't on this issue's cards, you can complete your collection by buying the next issue of SNES FORCE which features part two of the *Street Fighter II Turbo* and *Mortal Kombat* power cards — absolutely free! (UK only)



FIRST SAMURAI

Producer: Kemco
Available: September
Status: UK release

Long ago, before TV, fast food and Nintendo even, the wicked Demon King ruled over the perilous mountain kingdom. Only two things stood between the Demon and total control of mankind — the strength of the Master Sensei and the sorcery of the Wizard Mage. But the day came when the Wizard Mage's magic could keep the mortal Sensei alive no longer, and his powers began to fade. He sought an apprentice, heir to his spectacular skills. He found his man of courage and power and trained him to be the first samurai. The Demon King swooped down from the mountains, froze the pupil with arcane magic, and murdered his master





before his horror-filled eyes.

The Wizard Mage sensed the battle, and in his desperate bid to escape, the Demon King transported himself far into the future. It then became the pupil's destiny to follow the Demon and use his incomplete training in an attempt to thwart the evil and enable the Wizard Mage to draw power for the final victory.

He must battle the Demon's minions, using the Wizard Mage's powerful bells to unearth the living mystic runes, and when all five bells in each location have been found, use them to summon the Demon in charge of it.

Originally an Amiga platformer, *First Samurai* has mazes, icons, extra lives and upgrades plus the wonderful 'Aah — my sword!' sample. Using warp lanterns for speedy travel through the five levels, the First Samurai can also use knives, axes and grenades as projectile weapons, with a collectible shuriken circling him for protection. Smart bombs come in the form of a Demon's Bane icon to summon the Wizard Mage's spirit to go to work on any nearby nasties.

Keep your katana handy for September, when the Demon King faces his toughest test on a SNES near you.

20/20

What's it like to rip a still-beating heart from your opponent's chest? Or to punch his head clean off in a spray of blood and gore? In our ceaseless search for truth we talk to the actors and martial artists from Mortal Kombat plus we speak to the game's developers .

The Actors

Q: Where did you do the photos for the digitisation?

A: Photos weren't taken for the character digitisation. A video camera and computer were used to to convert the video image to an electronic one for use in the game. The camera and computer were set up in a large studio then we set up lights. The fact that real people are used enhanced the images.

Q: How long were you in the studio?

A: About a day of studio time to film each character, but weeks are spent thinking the trademark moves.

Q: How did you film the flying attacks like Rayden's Torpedo and Liu Kang's Thrust Kick — wires from the ceiling, lying on a trolley?

A: Some of the flying attacks are traditional martial-arts moves, others are fantasy moves.

Q: Several characters were played by the same man. Did he try to move differently to stop them looking the same?

A: Daniel Pesina, a martial-arts instructor, played Johnny Cage, Scorpion, and Sub Zero. He moved differently so that each character would have different abilities and motion instead of just looking different.

Q: Are any of you martial artists? If so, what grade are you?

A: All characters (except Sonya) are black belt (or sashes, in Chinese arts) in at least two different systems. Daniel Pesina (Johnny Cage, Scorpion, and Sub-Zero) has 20 years of experience. Ho Sung Pak (Liu Kang) has 15 years' experience. Carlos Pesina (Raiden) has 13 years' experience. Richard Divzio (Kano) has 12 years of experience.

Q: How were you chosen? Was there a selection test?

A: The characters were approached by John Tobias because of the style of martial arts they study. Wu Shu is the most difficult and graceful of the arts. Most of the characters were or are national competitors.

Q: If there was a *Mortal Kombat* competition, who would win?

A: Each of the actors is a *Mortal Kombat* player. In real life, Daniel Pesina and Ho Sung Pak compete nationally, while Carlos Pesina and Rich Divizio focus on teaching.

Q: If there was a *Mortal Kombat* film, would you like to star in it yourselves?

A: While filming the different characters, we developed their personalities along with their moves. We can honestly say that the actors are the characters in *Mortal Kombat*.

The Programmers/ Developers

Q: How does the digitisation process work?

A: The digitisation works as follows: the character's video image is captured from a camera to a disk on a personal computer. A special program on the computer then allows the image to be touched up or edited on a dot-by-dot basis. The colour of each dot can be changed and corrections can be made to the image. Once all the images are completed, the game program causes the individual images to be displayed rapidly in a sequence; this sequence is what makes the characters appear to be real.

Q: How many shots did you take for each move?

A: Many shots were taken and then both the artist and the programmer selected the best combinations of individual shots to make the animation of the characters as perfect as possible. Each move required about three to six takes; the difficult moves took more takes.

Q: How many days did it take to complete the project from start to finish?

A: It took about nine months from the initial idea to when the first sample games were produced.

Q: Okay, where's the blood?

A: The blood's in the arcade version!

Q: What's the code to get the gore back (we know there is one!)?

A: There is no gore to Nintendo's standards; the gore is only in the arcade version.

Q: What was the worst part about programming the game?

A: The time constraints and balancing all the players.

Q: Did anything go wrong?

A: Something always goes wrong during programming! An amusing misfortune — Johnny Cage can knock off multiple heads!

Q: What's the next project you're working on?

A: We've started on a new arcade video game that's even better and more fun than *Mortal Kombat*!

■ There's another 20/20 profile next month

SCOPE FOR IMPROVEMENT

Official sources from Japan suggest that the Super Scope is colour blind. They argue that because the colour red in our TV's stays on screen longer — about four times as long as green and five times as long as blue — before it fades away, the Super Scope gun is unable to accurately detect red. This means by the time the fluorescence of a red-coloured enemy fades away, the enemy would have moved and the gun registered a miss!

And there's bad news for importers, as Nintendo threatens to code games so playing them on a different system presents a message revealing the incompatibility of the cartridge — just as Sega has done. The reasons for this are that adapters *could* damage the SNES (in theory), and that games are designed for the specific TV screen resolution and speed of each country, so they may not work properly in others. Nothing has been confirmed yet, but keep your ears to the ground for action from the big N.

TOTAL CARNAGE

Producer: THQ
Available: Winter
Status: UK release

One of the first games to hit the SNES and wow gamers by making full use of the four main buttons was the arcade sensation *Super Smash TV*. Programmed by the team from WMS Industries (of *Mortal Kombat* fame), the sequel will soon be here — *Total Carnage* (or should that be 'Karnage'?).

From the looks of the screenshots we've seen, *Total Carnage* is basically a revamped version of the original game. *Smash TV*'s single-screen rooms are now much larger, scrolling affairs with new weapons upgrades and (we're glad) a increased difficulty level. With a bit of luck there'll also be some strategy, as opposed to the first game's simple and ultimately boring run-and-shoot formula.

Check your local arcade for a sneak preview of what we can expect from the SNES game. Oh, and good luck — you'll need it.

MARIO AND WARIO

Producer: Nintendo
Available: September
Status: US release

The story starts with Mario, Luigi, Princess Daisy and Yoshi out on a picnic in an enchanted forest of fairies. Mario's pleasant outing is cut short when he realises that Luigi is missing. The three friends decide to split up and explore the forest in search of Mario's lost sibling.

While on their search, however, they are beset by Wario in his beloved Bulldog plane, dropping buckets on their heads to obscure their view. Our blinded heroes stumble helplessly through the forest unaware of the many dangerous traps and nasty pitfalls in their paths. You play the part of a friendly fairy who's too weak to remove the obscuring bucket, but can cast magic spells to clear safe paths for our blissfully careless heroes.

In this side-scrolling action puzzle game, you can choose which character you wish to lead to safety — Mario, the Princess or Yoshi. Each character moves at a different speed; beginners should start with Daisy as she walks the slowest. As you get better and progress to more difficult stages, you can switch to Mario, who moves at medium speed. Once you've figured the system out completely, move up to Yoshi, trotting along at a brisk pace.

There are ten levels with ten stages each. At each level, the sight-obscuring object is different. The objects include the bucket, a Yoshi eggshell and even an oversized hat. The last level pits you against the most dastardly traps devised by Wario for the final showdown. Can you point and click Mario and his mates to safety and rescue the missing Luigi?



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UP FRONT

Each month Up Front brings you the largest listing of provisional release dates in the business, updated monthly by our team of researchers. If the game you're looking for isn't here, look again next month.

SNES

Goof Troop	Summer
Space Ace	August
Taz-Mania	August
Magic Boy	August
Batman Returns	Autumn
Dracula	Autumn
Super Putty	Autumn
Mr Nutz	Autumn
Final Fight 2	Autumn
Sensible Soccer	Autumn
Quarterback Club	Autumn
Jurassic Park	Autumn
Zool	Autumn
Nigel Mansell's World Championship	Autumn
Alfred Chicken	Autumn
Mega Man	Autumn
Aladdin	Autumn
Andre Agassi Tennis	September
Mario is Missing	September
Striker	September
Out to Lunch	September
Cal Ripken Jr Baseball	September
Plok	September
Asterix	September
Super Dr Franken	October
Robocop vs Terminator	October
Super Battleship	October
Outlander	October
Wing Commander Secret Missions	October
Lawn Mower Man II	Winter
Last Action Hero	Winter
Utopia	Winter
Super Empire Strikes Back	Winter
Alfred Chicken	December
Captain America and the Avengers	December
Might and Magic 3	December
Street Fighter II Turbo	December
Pink Panther	December
Lord of the Rings	December
Impossible Mission	December
Pinball Deluxe	January '94
Steven Seagal	First Quarter '94
Solo Flight 2	Spring '94
Airborne Ranger	Spring '94

CLAY FIGHTER



Producer: Interplay
Available: Late '93
Status: UK release

Street Fighter II, Mortal Kombat... you've seen the head-to-head beat-'em-up idea done to death. But some of these games are so structured and rigid, they lack a certain flexibility. Things are about to change when *Clay Fighter* hits the SNES. It's a one-on-one beat-'em-up featuring the clay animation techniques from such games as *Super Putty* and *Claymates*, which used clay models and digitisation to create effects.

Then there's the *Ranma* series which sells on its sense of humour — *CF*'s gonna have characters like the opera singer Val, who shows you when it's all over by being an obese lady and singing. There's also Bad Mr Frosty and his ice ball projectile. Then there's the Elvis impersonator who uses his quiff as a whip and has startling karate-chop combos and a belly-thrust move.





The one- or two-player game promises big things (laughs, mainly). Brian Fargo, president of Interplay, gets the last word: '*Clay Fighter* is our unique twist at the genre of the product, not just another me-too product. *Clay Fighter* is very funny as well as challenging and whether you're playing or watching, you're going to have a great time and a whole lot of laughs.'

We'll reserve judgment until it's finished, but if only for the fun factor, *Clay Fighter* is one to watch.

ROCK 'N' ROLL RACING

Producer: Interplay
Available: Autumn
Status: UK release

Interplay are putting pedal to the metal this Autumn with the latest and possibly weirdest SNES racer. In *Rock 'n' Roll Racing* every vehicle has an armoury of special weapons and attacks, such as jump jets and rogue missiles, and you get a chance to buy even madder ones with cash from the races.



Race as either an alien or human character, to the kickingest rock soundtrack yet heard. It features favourites such as George Thorogood's *Bad to the Bone*, Henry Mancini's *Peter Gunn* and Steppenwolf's all-time classic *Born to be Wild*. And for in-game running commentary Interplay have sampled the voice of racing commentator Larry 'Supermouth' Huffman. One for rockers and racers alike,

YOSHI'S COOKIE

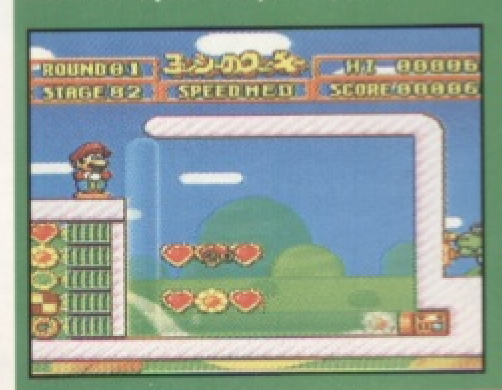
Producer Nintendo
Available August
Status US release



This one-player game starts with a cookie sheet with several kinds of cookies arranged at the bottom-left corner; your job is to move rows or columns of cookies in a style that's best described as a two-dimensional Rubik's Cube. Line up the same kind of cookies in a complete row or column and they're taken off the cookie sheet.

But while you're doing this more cookies fall out of the sky and from the side, so you have to be pretty quick. When you've removed all the cookies, you get to start with another sheet. There are 99 levels in this mode, each with ten stages, so you won't ever run out of biscuits to toss. The one-player mode is an amusing pastime with a certain degree of addictiveness, if perhaps not on par with the classic *Tetris* or *Dr Mario*.

But don't worry — the real fun of *Yoshi's Cookies* is in the VS mode where you can go head to head against the computer or a friend. In this mode, you and your opponent start with a filled five-by-five sheet of cookies. The objective is to line up complete rows or columns of cookies and take them off the sheet. You score points for each set of cookies removed, and the first one to reach a certain score wins.



Every set of cookies removed also places a Yoshi cookie on the screen; line these up and you can scramble your opponent's cookies, earn extra points, take away points from your buddy, render his controls temporarily inoperable and so on. Of course, your foe can do the same to you. Worse still, you can screw up and inflict damage on yourself.

You get your choice of Mario, Yoshi, Princess Daisy or Bowser, each of whom have certain strengths and weaknesses, so decide who's best for you.

As an added bonus there's also a puzzle mode which requires you to clear an entire set of cookies within a limited number of moves. For trivia hounds, this mode was designed by Alexey Pajitnov, who made *Tetris.* Watch for a full review of this colourful bakery madness in the next issue.

LORD OF THE RINGS

Producer: Interplay
Available: Winter
Status: UK release

The name Frodo Baggins mean anything to you? Well if it doesn't then it *should.* Frodo's the hero of the most famous, at the time ground-breaking, fantasy world ever — JRR Tolkien's Middle Earth. And Interplay are about to squeeze the whole thing into a regular-sized SNES cart.

The *Lord of the Rings* trilogy is going to be, unsurprisingly, an adventure game due for release late this year. There are rumours among the Dwarves that it features the largest use of rotoscoping animation ever seen on the SNES and the first real-time combat in a party-based adventure title (what about *Shadowrun*?). It is written in ancient lore that the sprites are fluid and lifelike, with realism coming to the fore.

There were 19 powerful, magical gold rings forged in aeons past, and one all-powerful ring to rule them all which was addictive and actually ruled whoever wore it, tricking them with immense power. The player takes on the part of Frodo Baggins, current owner of the ring and all-round lazy hobbit who doesn't want to be a hero at all. He must lead a party of overly proud dwarves, plus a noble ranger and several other characters to the castle of the evil overlord Sauron to dispose of the ring in a pit of fire once and for all. — all under the watchful eye of mysterious Gandalf the magician.

The elves have prophesied that this game uses 'artificial intelligence' to make the characters act as they would in real life (as if you'd get a hobbit and a load of shady little blokes in hoods walking down the High Street in real life). For example, if Frodo rushes into a foolhardy battle with wolves, the other characters respond accordingly — his cowardly hobbit friends hide, Aragorn the ranger leaps loyally and the dwarves either laugh or join in for glory's sake. You and Frodo won't have an easy time of it, carrying the ring from the Shire through the mines of Moria and countless other locations to Sauron's domain. And watch out for the trolls in the woods!



COMPETITION WINNERS

It's arrived! The moment you've all been waiting for! Forget Mortal Monday, it's Fatal Friday, because (drumroll)... we've drawn the competitions from Issue One!

All you avid fans who sent in coupons, postcards, stuck-down envelopes and plain old letters — your time has come. The Converse compo tie-breakers ranged from the cringeworthily obvious to the vomit-inducingly crawling to the 'rather quite funny, really'. For your entertainment, a selection of the near misses follows. The best thing about being 6'10" is...

'You can feed giraffes.' Matthew Hitchings, Cheltenham.

'When somebody farts you smell it last, and by then it's probably gone.' Brendon Breslin (filthy boy!).

'You can beat up little geeky people with bad haircuts.' Simon Cruise, County Down.

'Being mistaken for the Blackpool Tower and having gorgeous girlies looking for the lift down your trousers.' Darren 'Steals his gags from rubbish stand-up comedians' Robertson.

'Size *is* everything.' Mr S. Stuart.

'You can reach the dirty mags in the newsagents.' Subtle innuendo there from Michael Darlington.

'I wouldn't know, because I'm not 6'10"' says Miss 'state the obvious' Tina Hutchinson.

And thanks to the kid (initials JT... we won't be cruel and print your name) who wrote in with the stunningly intelligent and witty answer 'you can play basketball'. Cheers for that one!

Enough. The winners — 'you can get to the juiciest leaves' from Adam 'giraffe' Brown of Suffolk, 'you can get nutted in the balls by a seven-year-old' from Chris Berks of Stoke on Trent, 'nobody calls you fish-face' from the obviously fish-featured Lewis Knowles of Bromsgrove and 'you can use small people as basketballs' from N.R. Musk of Cambridge. The two grand-prize-winners are: 'The best thing about being 6'10" is being able to scan the top shelves at the newsagents... for Impact Magazines, of course!' from Jon 'creep' Sendel, and 'The best thing about being 6'10" is you can stand in the deep end of the pool and tell the kids to jump in and watch them drown' from Horatio 'serial killer' Smith of Angmering.

The *Strike Eagle* compo was pretty popular with you lot, and sickeningly lucky recipients of *Strike Eagle* goodie bags will be...

James Pape of Pontefract, Paul Davis of Swinton, Robbie Crossland of Sheffield, Adam Crowl of County Durham, Richard Wilson of Jersey, Neil Lover of Poole, B. Smith of Brighton, David Mason of Scarborough, Richard Beckett of York, and Matthew Hawken of Wrexham... and the winner of *that* leather jacket is Glenn Durrant of Canvey Island, Essex. Feel free to grin incessantly, Glenn.

People with pointy horns on their helmets who've won *Lost Vikings* T-shirts, huge posters and little furry vikings are... Scott Swingler of Brum (you know where we mean), Wayne Powell of Stroud, Clive Bilby of Basildon, P.C. Mitchell of Slough, Alan Neale of Tyne and Wear, Ross John Hall of Edinburgh, who appears to have written the answers on that shiny, horrible bog paper, A. Cash of Upminster, Mark Searby of Newark, Christopher Hughes of Wrexham and Mark Pearson of Ashton-Under-Lyne. Don't worry about T-shirt size, Mark, a family of 20 travellers used one as a tent at Glastonbury (the shirts are fairly massive).

We had bags and bags of entries for the Two Mouths No Face compo, and the guys who can be smug because they've beaten 799,999,997 others to the prizes are...

Alien 3 videos go to Keith Fowler of Thetford, Neil Cassells of Knutsford, Dominic Watson of Southampton, Christopher Skinner of Woodford Green, Bob Dickens of B'Ham, Ged Denton of Stockport, Danny Boyes of Braintree and Mark Hannan of Cheshire.

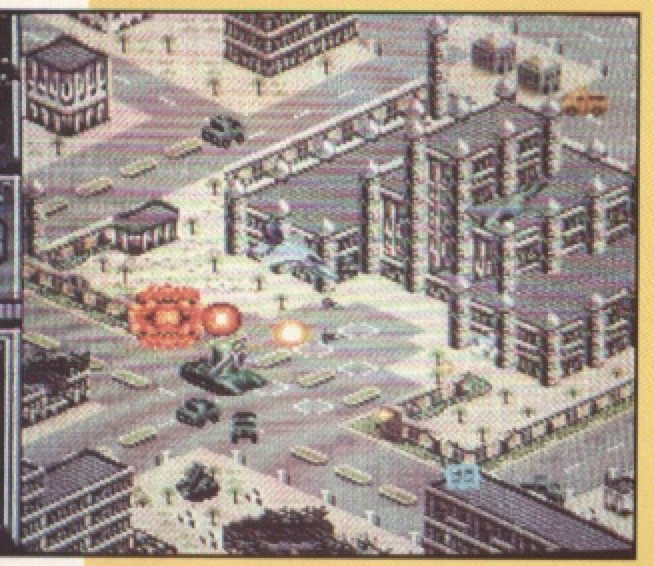
Lucky folks who get *Alien 3* T-shirts (complete with jagged hole in chest) are... Peter John Owen Arden of Cheshire, Shaun Rodger of Johnstone, David Ashcroft of Wigan, Chris Walton of Newark, William Inglett of High Barnet, Andrew Roberts of Ware, D. Hyams of Daventry, Ben Mullinger of Hayling Island, Graeme Beech of Sunderland, Damien Hartigan of Dublin, Bobby Huang of Oxford, Glen Niven of Erskine, Gordon Perkis of Harleston, LCpl D.Watkins of the RLC, Paul Reeves of Hayes, Matthew Hitchings of Cheltenham, G. Nelson of Sileby and James Waltham of Coalville.

And the two stand-up cardboard aliens are crawling their sinister way toward Christopher Shakespeare of Swindon and Louise Standing of St Annes-on-Sea. Have fun!

It seems you all really want to meet an alien face to face, judging from the response to the *Alien War* comp. The unfortunate parasite fodder who'll each get a pair of tickets to become a 'host' are... Shaun Willcocks of Congleton, Johnathan Clarke of Northampton, Lisa Johnson of Letchworth, Tomek Dziedzic of London, Hywel Reed of Basingstoke (Will's a male of the species, Hywel. Cheers for the letter, anyway, he'll send you a big kiss if you *really* want it!), David Millard of Gloucester, Stephen Harrison of Bradford, Robert Defear of Spalding, Gary Jones of Gwynned and Nick Bryant of Stroud.

Winners of tickets to the celebrity gala opening ceremony are N. Chadda of Middlesex and Daniel Sweryt of Bradford.

DESERT FIGHTER

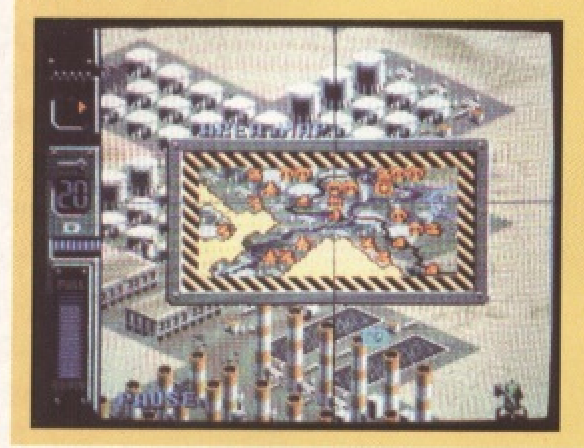


Producer: Seta
Available: Summer
Status: Japanese release

This action-packed war sim has eight missions in all. Before each mission, you are given a thorough briefing to get you prepared. It describes landmarks that you have to look for to make sure you drop your payload on the assigned target. As they can vary from large military installations to tiny intelligence posts in urban areas, you have to be careful of the planes and types of weapons you choose, so you don't cause more damage than you absolutely must.

How well you accomplish a mission has a huge bearing on later missions and ultimately the outcome of the war. For instance, if you miss your assigned target and level a civilian building, anti-war demonstrations can occur in your home country that could curtail use of certain weapons. The same could happen if you plaster your own troops in the desert.

How quickly and accurately you accomplish missions with the least amount of weapons usage also determines the amount of fuel and ordinances you will be given for subsequent outings. With these kinds of restrictions, the emphasis isn't on blowing up everything that looks destructible, but flying strategically to demolish targets with surgical precision.



There are ten endings in all, determined by how you play the game. You can return a hero who helped your forces achieve victory, or you could be branded a butcher of women and children in a war that ends tragically for your forces. The outcome of the war is in your hands. The daunting challenge of this innovative flight sim should be a unique experience to even hardened shooter veterans.



With all the fuss over the American Consumer Electronic Show, some UK subjects may be feeling a little hard done by. What about a CES for British gamers?

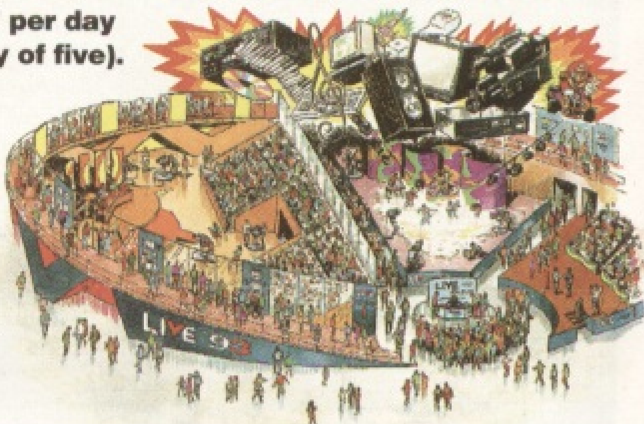
Okay, your wish is our command! LIVE '93 is a brand new electronics show taking pace at London's Olympia exhibition halls between September 16th and 20th — and guess who's organising the games section? WE ARE! That's right, IMPACT MAGAZINES (the company who bring you this magazine and its sister publications) are in charge of the entire section.

Going Live

There'll be a gigantic games gallery featuring the greatest in console and computer entertainment. There'll be carts galore and ample room to sample the very latest games, as well as a few surprises due for release next year.

You can take part in our National Games Challenge — our mission is to seek out the UK's most accomplished gamer — and view over one million cubic metres of gizmos and gadgets.

Tickets cost £7 per day (or £16 for a family of five). Look in our news pages for a LIVE '93 preview, where we'll offer 100 pairs of free tickets. All this and more is promised, so tune in next issue for further details.



Striker update

Apologies to Elite, last month we forget to mention the Mode 7 scaling and its £44.99 price tag.

ShadowRun News

ShadowRun is available in the UK in late September priced £54.99

ChartsChartsChartsChartsCharts

JAPANESE SFC CHART

1. NE Final Fight 2
2. *NE* Super Bomberman
3. ▼ Dragon Ball Z Super Battle Legend
4. — Ogre Battle
5. *NE* Pachinko Story
6. *RE* Metal Max 2
7. *RE* Super Mario Kart
8. *NE* Septentrion
9. ▲ Goliath
10. *RE* Super Tetris + Bombliss

The Japanese chart is kindly supplied by the Super Famicom Magazine

UK CHART

1. *RE* Starwing
2. *NE* Alien 3
3. *RE* Super Star Wars
4. ▼ Super Mario Kart
5. ▼ Tiny Toons
6. *NE* Pebble Beach Golf
7. *NE* Cybernator
8. *NE* Super NBA Basketball
9. *NE* Jimmy Connor's Tennis
10. *RE* Desert Strike

The UK chart is kindly supplied by Virgin Retail

US CHART

1. — StarFox
2. ▲ NBA Basketball
3. ▲ Streetfighter II
4. ▲ Tiny Toons
5. ▲ Super Mario Kart
6. ▲ Super Star Wars
7. *RE* Desert Strike
8. *NE* Super Strike Eagle
9. *RE* Zelda: A Link to The Past
10. — NCAA Basketball

Sorry for the shorter than usual news section this issue. Street Fighter II Turbo arrived just before we went to print and we had to cut some material to make room. Normal service is back next month.

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Not all effects described are available in all games. Check the Codebook. See if you can spot which games the above special effects come from! And don't forget that Game Genie helps you create your own new codes too!

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Brace Yourself

Thanks to Universal studios, Steven Spielberg and Ocean Software the world's going *Jurassic Park* mad. We take a look behind the scenes at one of the most eagerly-awaited games of all time and talk to Ocean's head of software development, Gary Bracey, about the Nintendo CD, *Jurrasic Park* and the 21st century.

Over recent years Ocean software, one of this country's most respected games developers, has asserted itself as one of the prime movers in adapting hot film licences and converting them to successful Super Nintendo games. Ocean's list of scalps include such box-office blockbusters as *Lethal Weapon*, *The Addams Family* and *Robocop 3*, but it's their latest conversion of the Steven Spielberg's remarkable movie *Jurassic Park* that has game players salivating.

Although unfinished, the game is in its final stages of development, so we headed off to Manchester to get the inside story on *Jurassic Park* and who better to talk us through the proceedings than Ocean's head of Software development, Gary Bracey. Here's how the day went...

SNES FORCE: Good morning, Could you start by introducing yourself to our readers. Start with your full name, age, occupation, official job description, unofficial job description, tell us a secret, what's your favourite SNES game and your philosophy on life?

Gary: Name: Gary Bracey.

Age 35

Officially I'm the Software Director of Ocean but most people know me as a nervous Wreck.

A secret? (thinks hard then eyes light up) The dinosaurs in the *Jurassic Park* movie are not special effects, but actually genetically-engineered creatures. The government just didn't want anyone to know.

Fave SNES game: *The Legend Of Zelda: A Link To The Past*

Philosophy on life: Life's too short to have a philosophy!



"I firmly believe *Jurassic Park* is the most ambitious and best game-of-a-movie ever."

SNES FORCE: Your main project at the moment is *Jurassic Park*. Could you give us brief a synopsis of the SNES version's storyline? Is this different from the film/book?

Gary: The scenario of the game begins as you (Grant) abandon your jeep in Jurassic Park, which has suffered a massive security-systems failure, and search on foot for your lost colleagues. The island is enormous and you must find your way through the different sections, encountering various prehistoric creatures, before bringing the systems of the park back on line.

The game is comprised of two contrasting sections; overhead (exteriors) and first-person 3D (interiors), combining various types of gameplay strategy, with an emphasis on arcade action. The game follows the movie pretty closely, although we've had to incorporate extra dinosaurs that were not included in the film (for variety).

SNES FORCE: Although *Jurassic* is almost finished there have been a few problems along the way. Could you explain the history of the project?

Gary: I firmly believe this is the most ambitious, and best, game-of-a-movie there has ever been. We've had more developers on this project than any other, and this inevitably leads to 'creative differences' when you have such a large group. However, with such a great amount of artistic input, this was actually turned to an advantage.

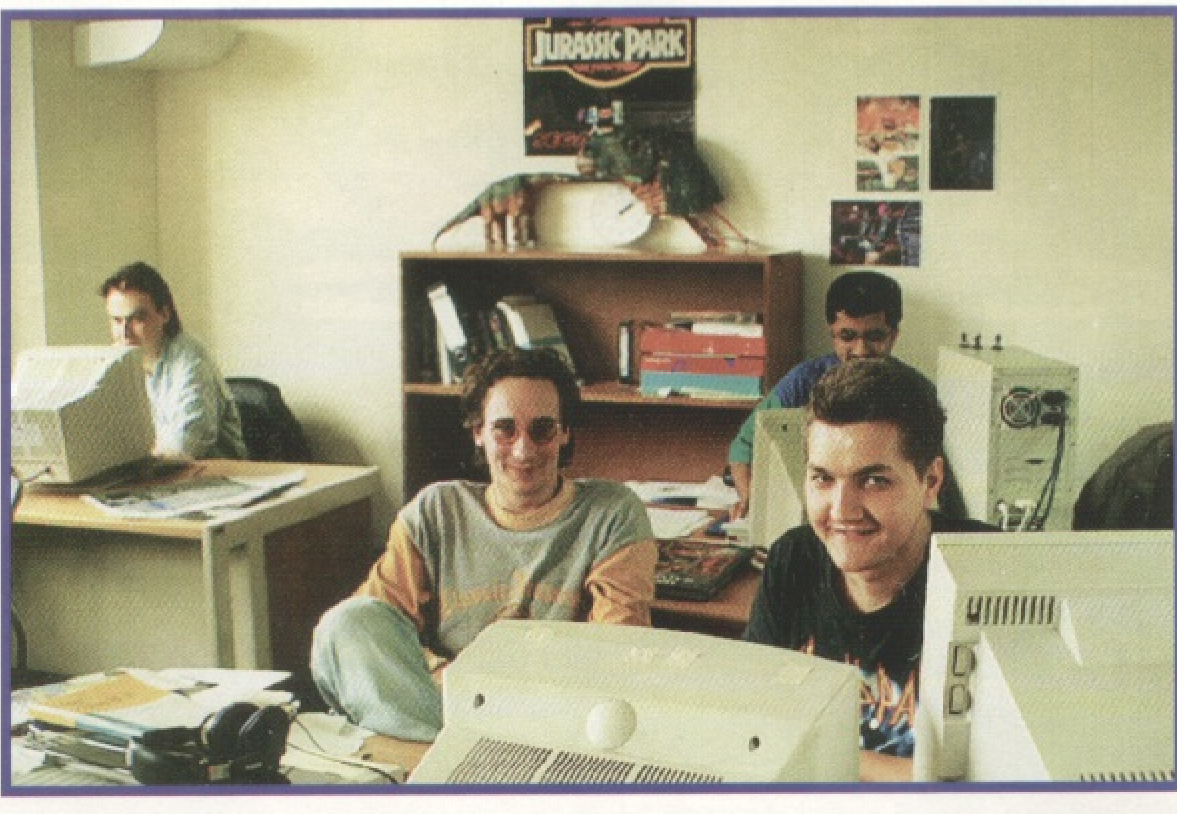
SNES FORCE: From what we've seen, the game bears virtually no resemblance to what you called the 'crap' version shown at CES. What have you changed and why?

Gary: The SNES demo shown at CES was a two-month-old demo featuring the old 'test' graphics. Due to the developers being on such a tight schedule, they were unable to put together a revised version without greatly compromising the completion date. Unfortunately, we were unaware of this (the development of this version is being done in Ocean's Californian offices) so there was a great deal of disappointment when we (and everyone else) saw it. As you've now seen, the 'proper' graphics are now in, and it looks (and sounds) superb!

SNES FORCE: Many readers don't appreciate the enormous cost involved in buying a big licence like *Jurassic Park*. How much can you expect to pay for such as title? How many noughts are we talking?

Gary: All licences, it seems, are expensive these days. However, the real cost is relative to the sales that can be derived from the property. What we are essentially buying is marketing, advertising and

public awareness. I believe *Jurassic Park* is probably the 'greatest awareness' property since *Star Wars*. One would argue, therefore, that WHATEVER price was paid was justified. I am unable (unwilling?) to reveal the exact advance paid, but six noughts is a good start.



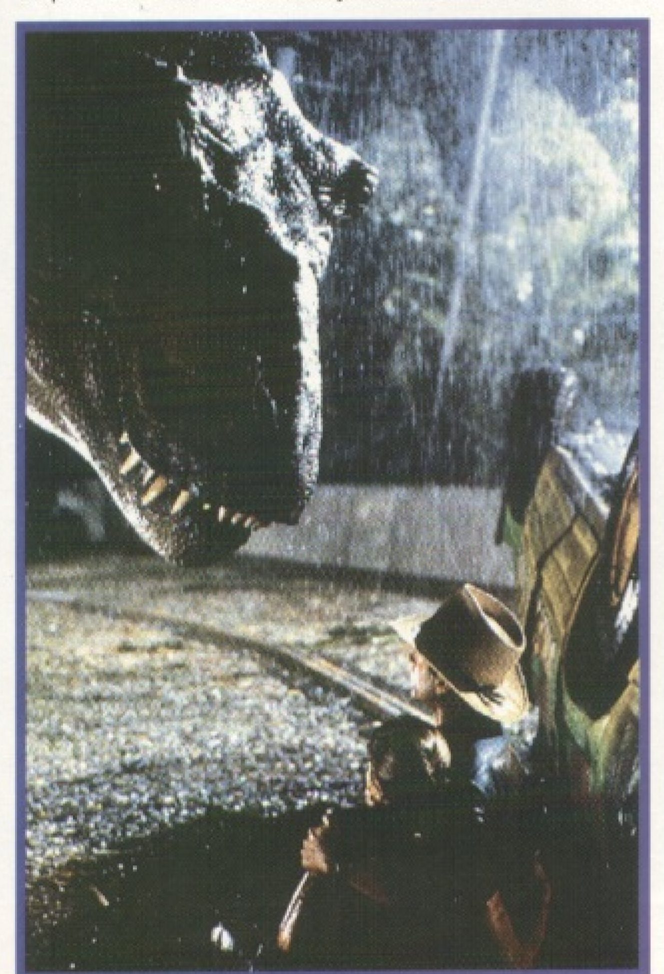
The programming department at Ocean's Manchester offices. 'We've had more developers on *Jurassic Park* than any other project and this inevitably leads to creative differences.'

SNES FORCE: Obviously you have very high hopes for JP. What do you think makes it so much better than the other SNES games out there?
Gary: Steven Spielberg said he wanted a 'ground breaking' game. We feel this has been achieved due to the development of the 3D technology in the interior sections.

Essentially, we're replicating the effects of the Super FX chip in the standard SNES hardware! Everyone seems to be pretty impressed.

SNES FORCE: Okay, so let's move on. What else can we expect from Ocean over the coming year?
Gary: We have a number of different titles in development for the next twelve months: *Dennis* (a movie title), *Mr Nutz* (original), *EEK The Cat* (a cartoon), *Addams Family Values* (a *Zelda*-type game), *Mighty Max* (a cartoon) and others, yet to be titled.

SNES FORCE: We believe you're also going to be releasing one of our favourite games of all time, *Ranma 2*. Some of our Famicom owners may be familiar with this game but could you explain the rather bizarre story, in your own inimitable style, for any unfamiliar with it.
Gary: Yeah, this is based on a Japanese animated series. Ranma 1/2 is a martial arts character that can transform into a girl or boy. This is great! I mean, Super Heroes traditionally have secret identities, whereby they shed their 'civvies' and change into some muscle-bound demigod with awesome powers. This guy waves his arm, then...Woosh! He's wearing a frock!! Fortunately, the game is great… *Street Fighter II* with tits!



'The dinosaurs in *Jurassic Park* aren't special effects, but actually genetically-engineered creatures!'

SNES FORCE: A spokesman for The National Viewers and Listeners association has said 'Video games rot the conscience.' What are your views on this matter.
Gary: I am a father of two young children, and I always warn them that the National Viewers and Listeners Association rot creativity and greatly underestimate the intelligence of the people they are supposedly trying to 'protect'.

SNES FORCE: Would you support a scheme giving video games a certified rating as currently applies to videos and films?
Gary: Absolutely, 100%

SNES FORCE: Nintendo have made it obvious they have no plans to make the move to CD until all the possibility of cartridge-based games are exhausted. How much life do you see left in cart-based games?
Gary: I believe the future is cartridges, but not as we currently know them (Jim). CD's present us with a great storage medium, but only from a size perspective — the access times are a real problem, and just don't compare to that of a ROM cartridge.

I believe that technologies will emerge producing the storage size equivalent to CD ROM(s) on a Silicon-based medium, allowing both gigabytes of data and instant access. However, I also believe in Santa Claus, the Tooth Fairy and that if you swallow chewing gum, it will wrap around your heart and kill you!

SNES FORCE: Do you have any plans to develop SNES CD games?
Gary: We will, once Nintendo officially confirm they plan to release a CD-based console.

SNES FORCE: There's been a lot of hype surrounding *StarWing* and the Super FX chip. Do you see the SFX as the way forward? Do Ocean have any plans to develop Super FX-based games? If not, why?
Gary: The SFX chip gives some tremendous advantages for certain types of games. The problem, is the chip is not cheap, which obviously impacts upon the retail price of the game. Because of this reason only, we have no immediate plans to develop it.

SNES FORCE: For us, the high-point of CES was the 3DO demonstration. What do you think of 3DO and will Ocean be developing games for the system?
Gary: 3DO is a terrific piece of hardware, and for me is the first of the 'next generation' of games machines. We are developing a few games for it, but they won't be ready until next year.

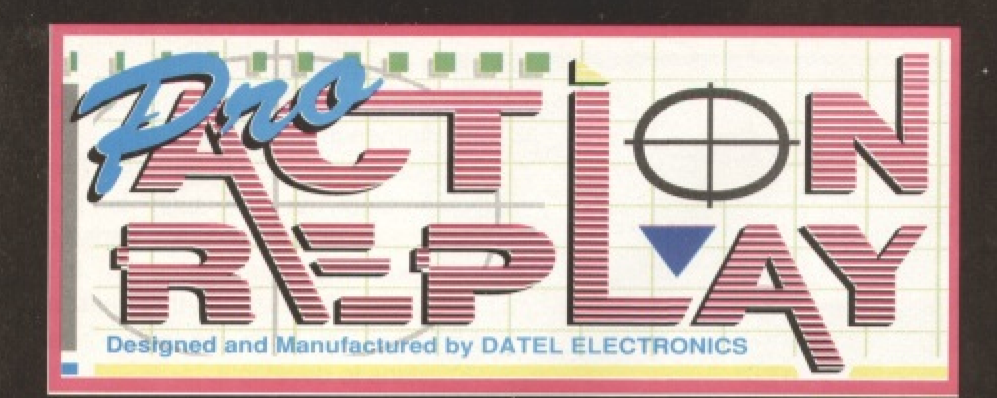
SNES FORCE: As we wandered aimlessly around the Ocean offices and stumbled upon your office. I couldn't help but notice plenty of hi-tech equipment strewn over your desk — Powerbook, Laser discs etc. You're obviously a guy's who's clued up on forthcoming technology. What do you see for Super Nintendo owners and games players in general in the 21st Century.
Gary: Technology advances so fast, that what is fantasy one day can become a reality the next. Predictions, therefore are limited only to one's imagination. The 21st century? Well, I'd like to experience a fully interactive artificial environment, whereby the 'player' can encounter both realistic and imaginary scenarios without physical harm. The best analogy would be the 'Holo-deck' in *Star Trek*. Don't expect these things to appear in Dixons for a few years yet, though!



The birth of another Jurassic Park-created baby: 'We've had to incorportae extra dinosaurs in the game that were not in the film.'

SNES FORCE: Is there anything else you'd like to say to our readers?
Gary: Yes, I'd like to make the point that companies such as Ocean depend an awful lot on feedback from people like your readers. It is you we write the games for, so we would like to hear a lot more about what you like and dislike in games, both generally and ours in particular. The more we hear about your preferences, the more we can design games with your needs in mind. Drop us a line!

If you would like to get in touch with Ocean Software the address is: Ocean Software Ltd. 2 Castle Street, Castlefield, Manchester M3 4LZ.



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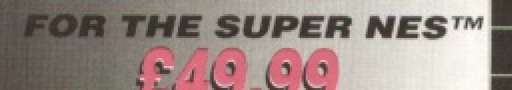
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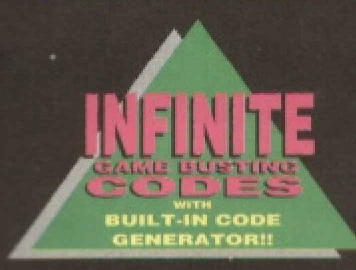
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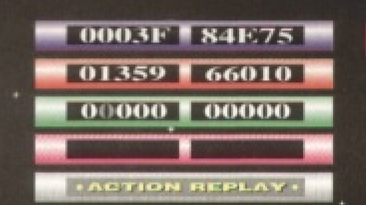
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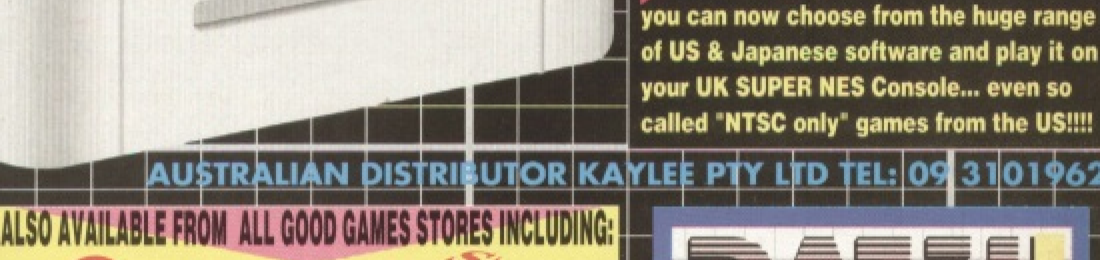


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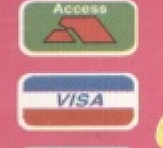
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Bram Stoker's

Dracula



WORK IN PROGRESS

Forget the romantic Dracula of the recent movie — in Psygnosis's new SNES game he's only good for being staked. Hang garlic round the doors and get into this chiller of a cart...

Long ago, the count was an upstanding knight, sailing off with the Crusaders to help defeat the infidels. His men cut a devastating swathe through the enemy ranks, spurred on by his righteous determination. But the enemy sent a false letter to his wife informing her that he'd been killed in battle — and, shattered by the news, she threw herself from a high window into the castle moat.

The game follows a book-like format where each new scenario is heralded by the turning of a page.

Dracula returned from the Crusades triumphant, only to be told his wife was dead and yet that he could never go to heaven if he followed her example. This unsettled even such a God-fearing knight and he went berserk, plunging his sword into a crucifix in the medieval version of sticking two fingers up at God. And from that moment he has roamed the earth, a twisted monster.

Now it is the present day. Harker, the estate agent handling Dracula's purchase of a house in England does not realise that his girlfriend Lucy is the reincarnation of Dracula's wife many centuries ago. A nightmarish love triangle develops, as Dracula tries to find final rest with the help of Lucy, while Harker fights to get his girl back and kill Drac off, too.

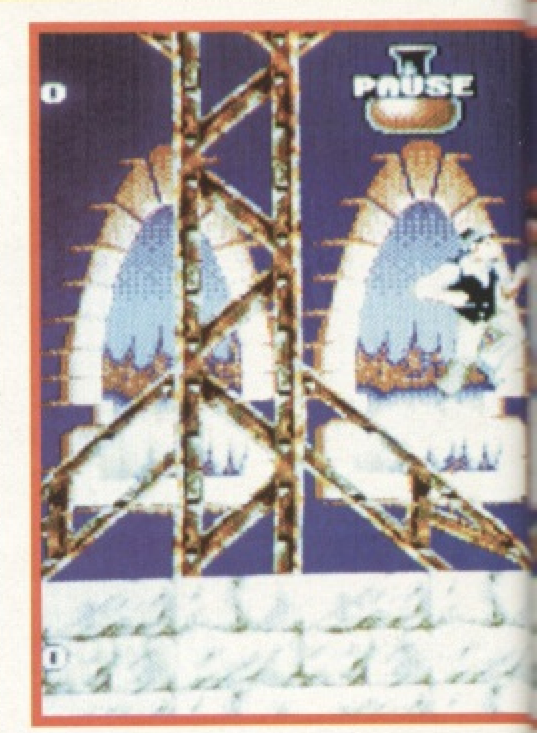
The game follows a booklike format often seen in films, where each new level/scenario is heralded by the turning of a page. This enables Psygnosis to use scene-setting graphics and to introduce the player to each new challenge.

Set over seven levels of atmospheric gloom, *Dracula* sprawls across the infamous, gothic Castle Dracula, the vaults below, the crypt at Hillingham (the English manor which Dracula wants to buy), and Carfax Abbey in London, switching between present-day ruins and the medieval originals in their full glory.

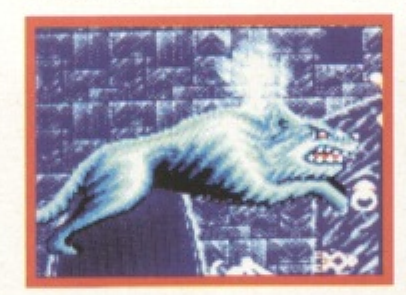
Gameplay involves finding weapons and discovering clues, looking for corpses hiding essential objects and discovering secret passages to find the undead guardians. These include such gory apparitions as the undead vampire form of Lucy (Dracula's original bride), a stone dragon brought to life by his three evil banshee brides, a madman, and Dracula as on old man, giant bat and resplendent evil terror.

However, the real attraction of the game lies in the spooky, atmospheric graphics. The settings reflect the darker side of the myth, and backdrops pay gruesome attention to every eldritch detail.

So if your faith in God is broken, you've got a craving for tomato juice and your girlfriend's standing by the window, read on and exorcise those evil spirits! ■

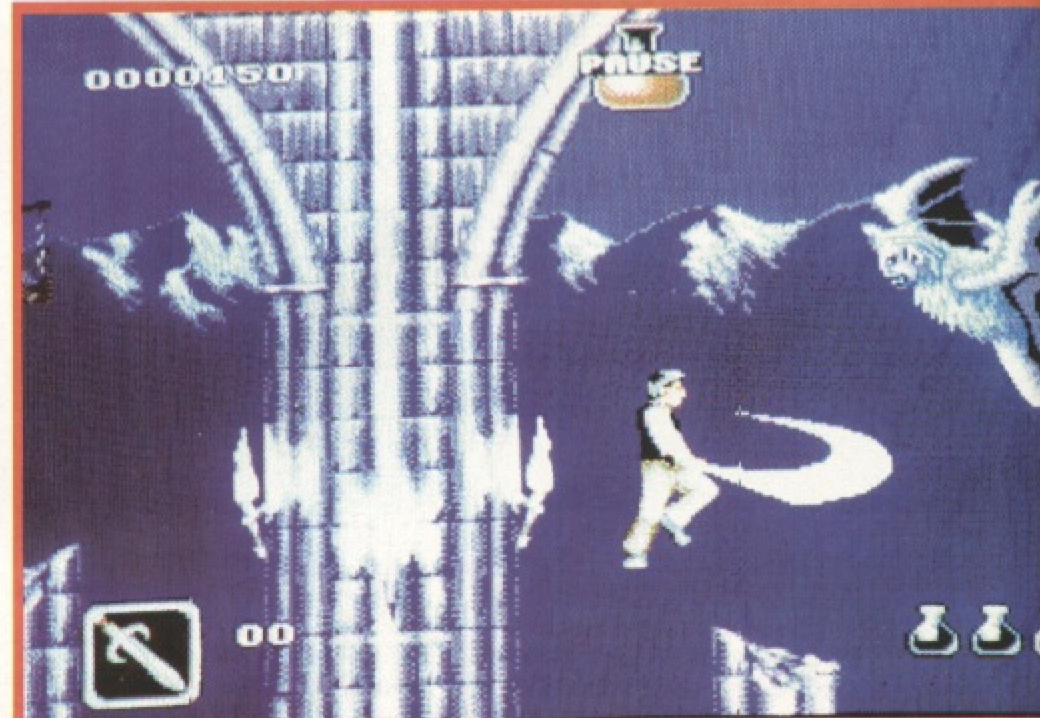


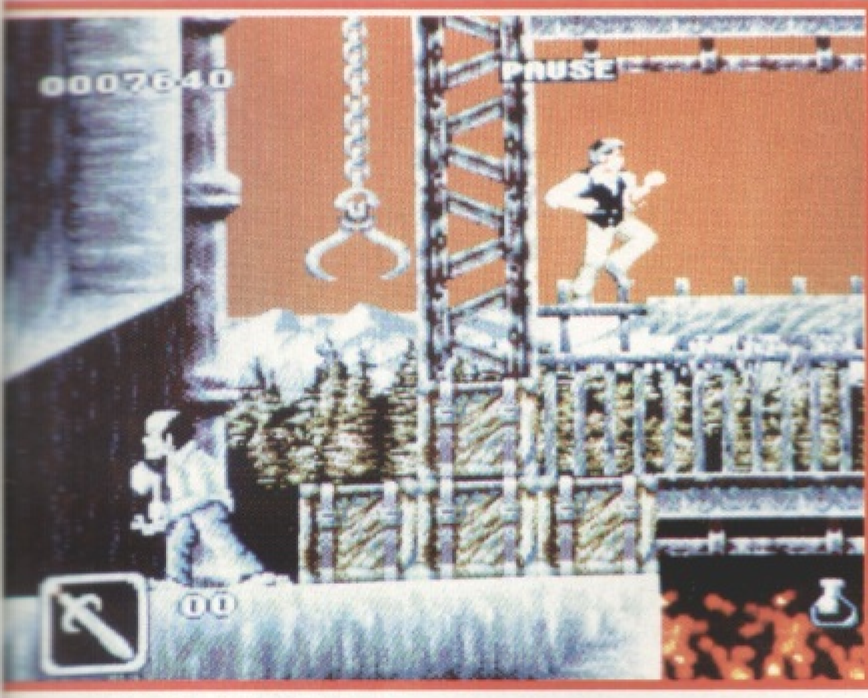














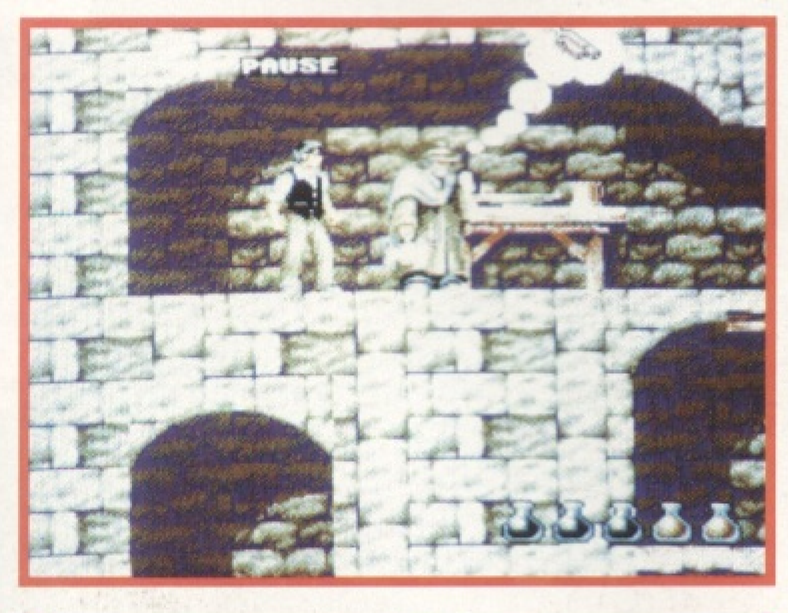




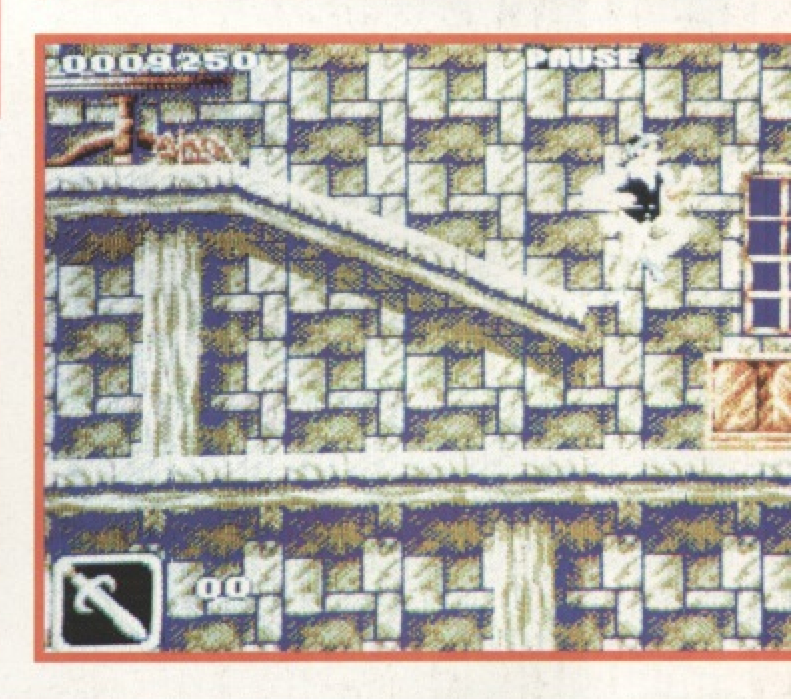














'A treat to look at'

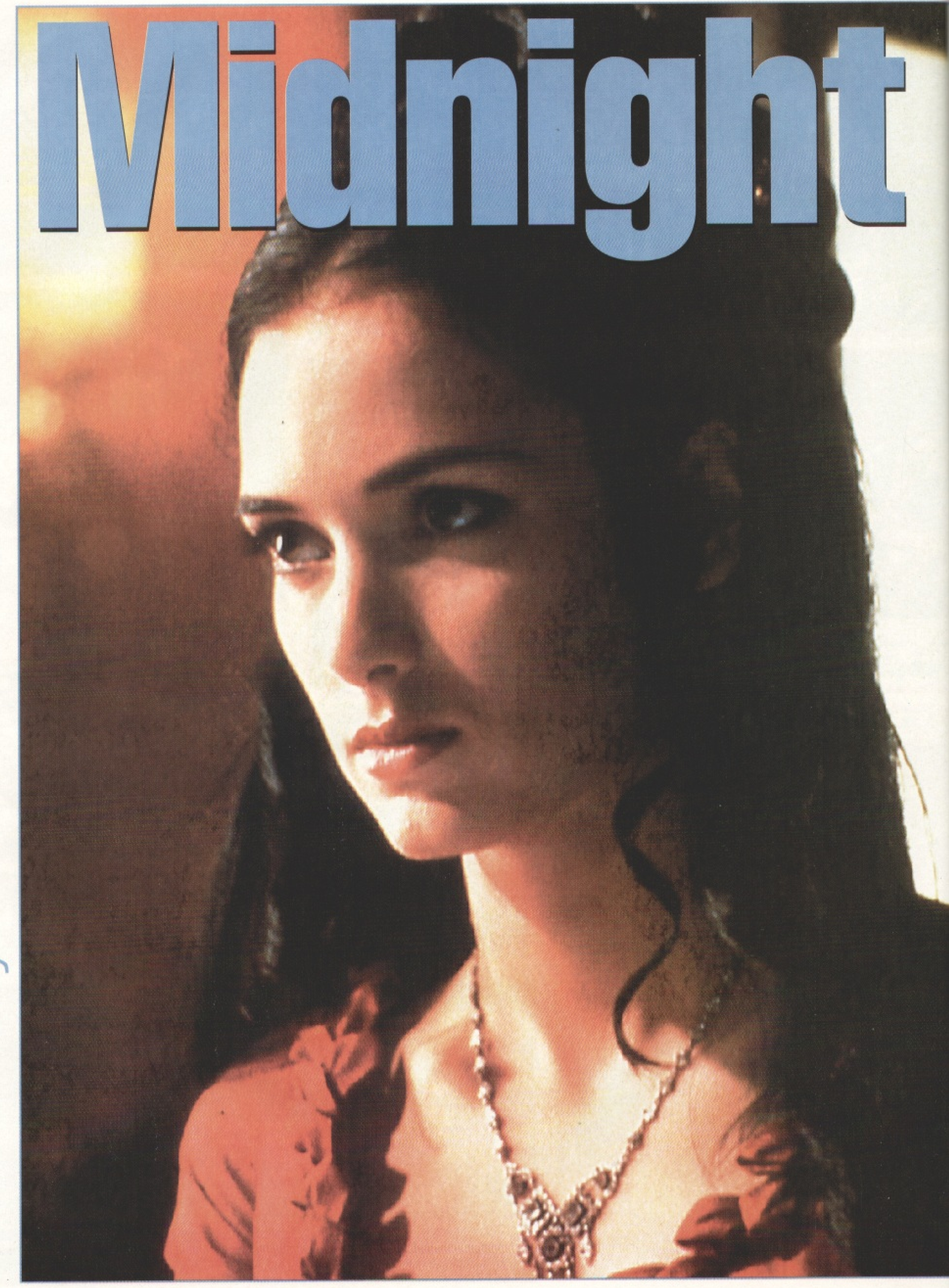
Simon

Strikingly well-drawn and well-shaded graphics help to recreate the mood of the film, while music and spot effects also contribute to the atmosphere. Each of the seven long levels offers a huge number of things to discover and kill, including bad guys with some excellent animation. The presentation is also innovative: a huge animated book guides the player through the game, with each page becoming a level.

The end-of-level bosses are very impressive: the boss in level two, for example, is a massive stone dragon brought to life by the three brides of Dracula. And the final battle with Dracula himself is a treat to look at — Drac is portrayed in a red battle suit and carries a huge sword which he uses to dispatch anyone foolish enough to get in his way. This is a good game which comes together very well, and manages to capture all the atmosphere of the film.

Winona Ryder talks. . .

Midnight



Ryder

Once upon a time, Winona Ryder would have had nothing to do with a Dracula movie. Teen angst roles in lightweight comedies like *Mermaids* and *Welcome Home Roxy Carmichael* were her thing. But that changed the day her agent handed her the screenplay for *Bram Stoker's Dracula*...

'My first reaction was to think of getting a new agent,' jokes the 21-year-old actress. 'But seriously, I've got to admit that when I first saw the script I wasn't at all excited by the project. I've never been a big horror movie or Dracula fan. I always pictured it as a kind of campy, 'I vant to suck your blood' sort of thing. I just thought it was kind of corny.'

However, she quickly changed her mind when she actually took the time to read the script, and realised that Jim (*Hook*) Hart's screenplay remained unusually faithful to its classic source novel. And in an age where juicy female roles are rarer than hen's teeth, it was even more attractive to the actress because of the way it told the famous story through the eyes of her character, Mina Harker, the object of Drac's affection.

'Here was this incredibly emotional love story,' says Winona. 'I didn't have any idea it would be that way. I've never seen a Dracula film, except the first *Nosferatu*. I really liked my role. It really hit me, her struggle and her independence in a time when it was freakish for a woman to be independent. I loved the romance too. I thought it was very beautiful.

And 'I knew Francis [Ford Coppola] was the perfect person to direct this movie,' says Ryder. 'He's so theatrical and colourful and operatic.'

Love bites

Coppola went for it in a big way, with a $40 million budget and a big-name cast. The rest, as they say, is history. But now, of course, everybody and his aunt knows the story of Bram Stoker's *Dracula*, and how former screen Sid Vicious Gary Oldman ('Who are you calling a count?') does a soulful riff on the vampire king as he attempts to put the bite on his lost love Winona. Okay, so the romance gets a bit heavy at times, so much so in fact that it frequently appears like we might have strayed into Mills and Boon's *Dracula* instead of Bram Stoker's. But audiences everywhere loved it, and what the heck, at least the computer game isn't soppy!

Lucky old Gary Oldman got to do some heavy-duty necking with Winona, though the actress explains that 'If you watch the movie, you'll realise I don't have that many scenes with Gary. He's a wonderful actor, really talented, and a very emotional actor with a lot of access to his feelings. He also had to go through a lot of makeup changes, so that must have been difficult for him.'

She also has a lot of praise for *Bill and Ted* star Keanu Reeves, awesomely miscast, dudes, as Mina's English fiancé Jonathan, an estate agent who gets his blood sucked (now there's a switch...). 'He's very talented, and a wonderful person to be around,' she says. We're sure she's right, but most critics agreed that Reeves's dreadful English accent in the movie was not much fun at all — only a few notches behind Dick Van Dyke's appalling Cockney in *Mary Poppins!*

The story of *Dracula* has always been about the release of female repression. One nip in the neck from old fang-face and those Victorian gals start loosening their corsets. 'When Mina falls in love with Dracula, she blooms,' agrees Winona. 'Eventually, as she becomes a vampire, she almost explodes with everything she has been holding in for so long. I really do let it all out!'

But it looks to us like she insisted on keeping something back, like in the scene where she slips into vampirism, and all you see is her pulling teasingly her corset. 'I wouldn't do nudity,' she says firmly. 'The reason that Mina's pulling at the dress is because, when you go through the whole process of becoming a vampire, you try to get everything off. You become very animalistic, and an animal wouldn't want to be in a corset...'

Play it again Bram?

In conclusion, she says that she looks back on *Bram Stoker's Dracula* one of the most enjoyable work experiences of her short career to date. 'Of course a film is always different from what you think you did, and in fact I wasn't even there for a lot of it — like the Castle Dracula scenes. We originally shot an ending with me running out of the castle and into Jonathan's arms, but it wasn't used. The note that it now ends on is more powerful, because it concludes on me with Dracula.

'But it was a completely different era and setting, which I loved, and it's definitely a movie-movie, as opposed to one of those films where everyone talks all the time and you could be watching a photographed stage play. It's always hard to judge. But I'm really proud of the film and everyone in it. Everybody did an exceptional job.' ■



"Okay, so the romance gets a little heavy at times but audiences everywhere loved it, and what the heck, at least the computer game isn't soppy!"



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The Super League

Mortal Kombat **put up a strong fight but, *SFII Turbo* remains our number one beat-'em-up. Next month *Dracula* stakes its claim to the title. Remember, the Super League games reviewed in this issue are coloured red.**

Arcade	Adventure	Beat-'em-up	Platform
1 Ghouls'n Ghosts	1 Legend of Zelda	1 Street Fighter II Turbo	1 Super Mario World
2 Castlevania IV	2 Shadowrun	2 Street Fighter II	2 Mickey's Magic Quest
3 Super Pang	3 Out of this World	3 Mortal Kombat	3 The Addams Family
4 Joe & Mac 2	4 Soul Blazer	4 Ranma 1/2 Part II	4 Tiny Toons Adventure
5 Chuck Rock	5 Mystical Ninja	5 Batman Returns	5 Prince of Persia
6 Super Bomber Man	6 Drakkhen	6 Final Fight	6 Smartball
7 Taz-Mania	7 Actraiser	7 Rushing Beat Run	7 Pugsley's Scav. Hunt
8 Super Adv. Island	8 Gods	8 Super Double Dragon	8 James Pond: Robocod
9 Dragon's Lair	9 Rocky and Pocky	9 Turtles IV	9 Hook
10 Joe & Mac	10 Final Fantasy	10 Tuff E Nuff	10 RR: Death Valley Rally

Puzzle	Shoot-'em-up	Sports	Strategy
1 The Lost Vikings	1 Alien³	1 Super Mario Kart	1 Pilotwings
2 Lemmings	2 Super Star Wars	2 Top Gear	2 Desert Strike
3 Super Tetris/Bombliss	3 Parodius	3 Super NBA Basketball	3 Sim City
4 Krusty's Spr Funhouse	4 Cybernator	4 John Maddens '93	4 Populous
5 Push Over	5 B.O.B.	5 Super Tennis	5 Super Strike Eagle
6 Q*Bert	6 Super Probotector	6 Striker	6 Mech Warrior
7 Troddlers	7 Pop 'n' Twinbee	7 Super Soccer	7 Sim Earth
8 Spin Dizzy Worlds	8 Axelay	8 Extra Innings Baseball	8 Power Monger
9 Monopoly	9 Starwing	9 Exhaust Heat II	9 Sky Mission
10 Jeopardy	10 Super Swiv	10 Nigel Mansell F1 Chal.	10 Super Battletank

A league of their own...

Every game listed in this section has been selected by the SNES FORCE team as one of the ten best of its class. The SuperLeague™ will be constantly updated to ensure that it continues to be an accurate listing of the very best games available for the SNES. SuperLeague™ listed titles are all widely available in high street stores and via mail order. It is advisable to check compatibility with your retailer before purchase.

The Review section

...is total coverage — 38 information-packed pages of unbiased and comprehensive coverage designed to make you the most knowledgeable SNES owner around.



Game Type
Our SuperLeague™ category – indicating what type of game is being reviewed

What the makers say
A chance for the people who produced and market the game to do a short sell to you

Controls
Which button does what when controlling the game. If a button does nothing, we say so.

First Impression
As soon as a game comes into the SNES FORCE office for review it is given to three of the team for a "first impression session.

At this stage the reviewers aren't undertaking a complete critical analysis of the game, instead they are simply presenting three snapshot impressions of the game.

This element of the review process is probably the furthest most readers get when trying to evaluate software for themselves in shops, so it's a very useful acid test to see just how well the game fairs, even without the manual.

Don't expect all three of the reviewers to agree with each other at this stage of the review (in fact don't rely on that at any point!)

For a balanced view you should compare the First Impression panels with the corresponding Final Analysis section.

First day score
One of the team is assigned the game for a complete review after the First Impression sessions have been completed. The first day score achieved is a good indication of how difficult (or otherwise) a game is.

Comment
A full comment is much more detailed than a first impression statement.

In order to give a fair assessment of the game one of our reviewing team has to spend at least half a day playing the game from end to end, or at least as far as they can get.

Comments include a short summary quote and rating.

Ratings box
The definitive summary of how each game is rated by the entire SNES FORCE team.

Even if you don't read anything else — read this.

SuperLeague™ placing
If a game is considered to be good enough, it will find a place in one of the SNES FORCE SuperLeagues™

In simple terms, these are lists of the top ten games in various different genres.

SNES FORCE strongly recommends the purchase of any game rated in a League.

Normally only titles worthy of our *Smash!* accolade make it.

Final day score
The same reviewer who play-tested the game on its day of arrival will have been playing the game for over four weeks by this stage.

You should expect the final day score to be much higher than the first day one.

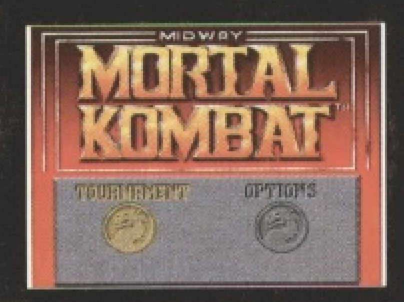
If it isn't — treat it as a danger sign. Our team is full of professional games players and it's probably just too hard.

Final analysis
Cast your mind back to the first glance panels at the front of each review.

The final analysis section consists of parting observations from the same three reviewers who opened the box four weeks before.

A month is a long time when you play games all day so look out for opinions that might have changed.

Reviewed in full



Beat-'em-up

Producer ...... *Acclaim*
Supplier ...... *Acclaim*

Price *£39.99*
Status ...... *Official Uk release*

Players *2*
Lives ...... *n/a*
Continues ...... *infinite*
Extras ...... *none*

What the makers say...

Street Fighter II has had its day. *Mortal Kombat* is faster, much more exciting and the graphics are of a much higher standard.
■ Nick Garnall

Controls



	Low punch
	Low kick
	High punch
	High kick
L	Block
R	Block

First impression



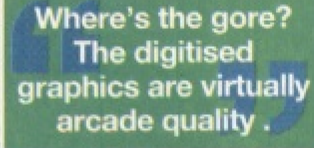
"Looks hot and sounds great but the death moves are tricky to perform."

"Where's the gore? The digitised graphics are virtually arcade quality."

"Wow! This looks arcade perfect — the Gorro sprite is incredible."

First day score

Simon — Normal



Morta

The great *Mortal Kombat* debate continues — is it arcade-perfect or censored beyond recognition? We trade punches with the most violent game ever.

Midway's *Mortal Kombat* has been stunning arcade junkies for more than a year with digitised live-action graphics, gruesome special effects and bucketloads of blood and gore. And on September 13 — Mortal Monday — it's unleashed on the SNES.

The death moves, such as a foot in the heart, are censored versions of the even gorier arcade moves.

Choose from seven martial-arts experts. Liu Kang is a Chinese monk renowned for his flying kick. Lieutenant Sonya Blade learned to fight in the US Army — her speciality is the kiss of death. The shadow kick is the trademark of Johnny Cage, an American movie star. Kano, a ruthless criminal and member of the evil Black Dragon organisation, dazzles enemies with his cannonball attack.

Immortal Thunder God Raiden charges opponents with lightning, while Sub-Zero, a Chinese ninja-type assassin, freezes his victims. Scorpion is a reincarnated spectre hellbent on revenge against his murderer, Sub-Zero. He uses a harpoon to spear enemies, then burns them to cinders.

Here comes the mirror man

In one-player mode, fight each of the six warriors before a mirror match with your clone. Survive this ordeal and there's an endurance match against two gruesome guards. Last this testing challenge and face a showdown with Goro, a four-armed mutant unbeaten in 500 years. But defeating the champion isn't enough to secure the tournament title and prize money: the final task is to overcome grandmaster Shang Tsung in a gruelling battle to the death.

Two-player mode is standard head-to-head brawling with the added drama of 'finishing' opponents in a number of stomach-wrenching ways. These 'death moves', executed by a complex series of joypad moves, include a foot into the heart and a sheer drop onto spikes. They may sound horrendous enough, but these fatal finishing manoeuvres are censored versions of the even gorier arcade moves.

Turbo power?

Controls are similar in style to *Street Fighter II*, with weak and strong punches and kicks. Blocking is activated by pressing the [LEFT] and [RIGHT] levers so *SFII* fans will be caught off guard more than once presing the pad in the opposite direction only to be showered in a tirade of punches and kicks.

The first fighter to win two 90-second bouts is proclaimed champion. A tally of bouts won and name of present victor looms onscreen for all to see. Every hit landed reduces an opponent's energy bar, although the amount of damage caused can be altered on an options screen. There are five difficulty settings ranging from very easy to very hard. The challenge awaits — roll on Mortal Monday. ■



Johnny Cage
A martial arts expert who uses his skills to make him the biggest action movie star in the world. Johnny's a cool dude and a bit of an egotist to boot.



Green Fireball: [BACK] on the joypad, then [FORWARD] and Low Punch for a green ball of flame.





l Kombat



Sub Zero

Sub Zero's a Lin Keui ninja whose past is unknown, apart from a contract killing he performed years ago on a fellow ninja known as Scorpion.







Ice blast: for an 'iceball' which freezes opponents until you hit them, start with [DOWN] on the joypad, then [DIAGONALLY DOWN] and the way you're facing, then [FORWARD] and low punch (just like Ryu's Hadoken)

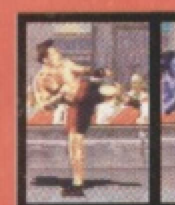
Death Move: Super Ice Blast. [FORWARD], [DOWN], [FORWARD] and High Punch together freezes an opponent death. Now smash them to pieces.



Sliding leg-sweep: to slide under a projectile attack and leg-sweep your opponent, [DIAGONALLY BACK] on the joypad plus [BLOCK], Low Punch and Low Kick simultaneously. Difficult to do but really effective once mastered.











Shadow kick: Cage's best attack from his movies goes: [BACK], [FORWARD] and Low Kick.



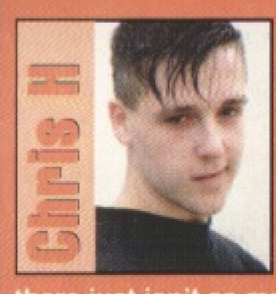
Death Move: Kick To The Heart. [FORWARD] three times and then High Punch to kick 'em where it hurts.





Splits kick: [BLOCK] and Low Punch together access this close-range surprise manouevre.

'Don't believe the hype'



The graphics are brilliantly digitised, with fluid movement and plenty of speed. The music is also exceptionally good; moody, atmospheric settings and crunching sound effects. Though it doesn't live up to the hype, *Mortal Kombat* is by no means bad — there just isn't as much skill involved as there should be.

Controlling the fighters is often cumbersome — blocks aren't instantaneous, so blows can be delivered before opponents have recovered from a previous attack. I can't understand why death moves can only be executed at the end of a match. Surely it would be more playable if you could use them any time — and when the command 'Finish him' is blurted out, it doesn't matter if you use a death move or not, the enemy still falls over over dead.

It's also a pity some of the backgrounds are so sparse, black with a few clouds in one area. Is this due to memory restrictions or programming laziness?

Mortal Kombat never offered anything new as an arcade; the fantastic trimmings were what made it stand out. Without them, it's practically naked, having to rely on playability alone. It does play exceedingly well, but with the blood, guts and spines lost in conversion, disappointment is inevitable. A try-before-you-buy.

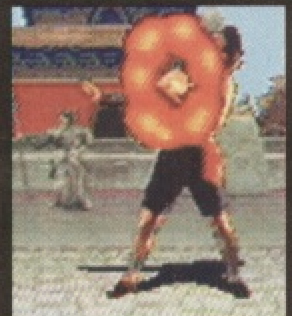
86%



Lui Kang

Lui Kang was a member of the Lotus society, until he saw the light and left to join the Shaolin monks. He now fights for their honour, possibly to avenge the Shaolin monk champion killed by Goro all those years ago.





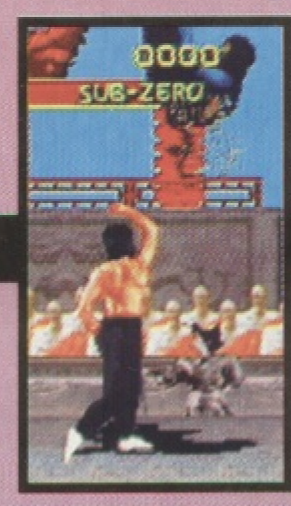
Fireball: a very speedy fireball executed by tapping [FORWARD], [FORWARD], then High Punch.

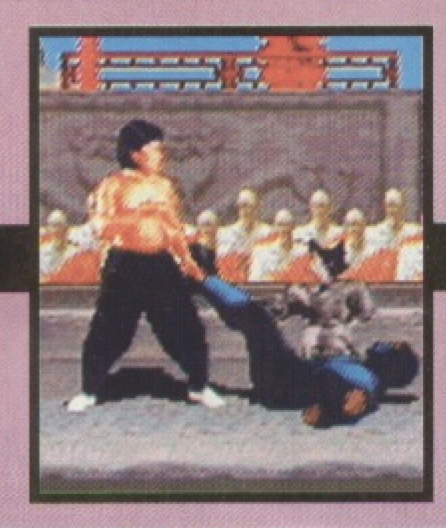




Flying thrust kick: a brilliant move propelling you across the screen at speed, kicking an enemy in the chest. [FORWARD], [FORWARD], High Kick.







DEATH MOVE: 360º Kick followed by Uppercut. To spin and scissor kick your opponent then uppercut them high into the air, rotate the joypad 360º toward the enemy.

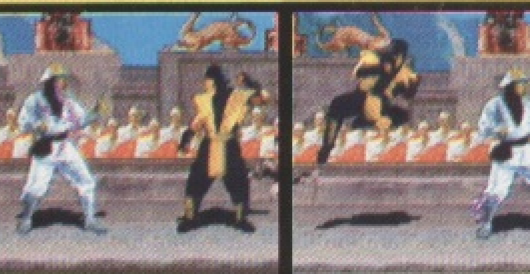


Scorpion

An extremely mysterious character, this reincarnated spectre was murdered by Sub Zero, Scorpion is out for cold revenge.

Death move: breathe fire at enemies' feet. Hold [BLOCK] and tap [UP] twice on the joypad to reveal your skeletal visage and flame grill your opponent.

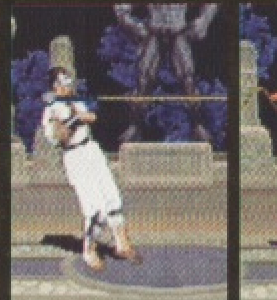





Teleport punch: disappear and reappear next to an opponent for an incredible punch they *won't* be expecting by pressing [DOWN] on the joypad, then [DIAGONALLY DOWN] and [BACK], then [BACKWARDS] and High Punch. Good to use with spear attack








Spear attack: an easy but effective projectile spear which drags an enemy over and renders them helpless for a few seconds, devstating when followed by uppercut punch ([DOWN] then High Punch). Tap [BACK] twice on the joypad, then Low Punch.





Kano

Member of the infamous Black Dragon gang and all-round mercenary type. Pursued by the police, Kano stowed away on the first boat he could and found himself stuck in the tournament.

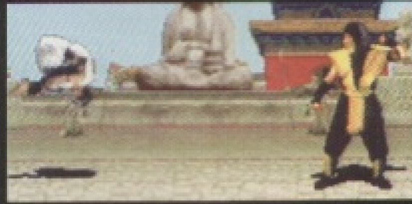








Head smash: High Punch when real close to your opponent and use your metal plate to inflict serious damage on their skull.





Roll: a Blanka-style cannonball roll attack, hold [BLOCK] and rotate the joypad 360º towards opponent, release [BLOCK] to let it fly.



Knife throw: best used in close range. Surprise foes by holding [BLOCK] and going away then toward them on the joypad.



Death move: tear your opponent's heart from their chest. Press [DOWN], [DIAGONALLY DOWN] and [FORWARD], [FORWARD] and Low Punch.

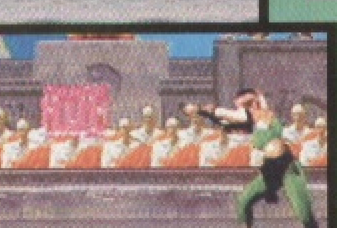






Death move: Kiss of death. For Sonya's fatal kiss press [FORWARD], [FORWARD], [BACK], [BACK] and [BLOCK].









Flying punch: as your opponents jump, press [FORWARD], then [BACK] and High Punch simultaneously to halt their flight.



Sonya Blade

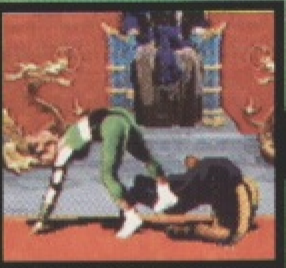
This agile amazon learned to fight in the US Army. She now forms part of a top secret para-military anti-crime unit. Kano is currently top of her most wanted list.



Energy wave: hurl a series of energy rings by pressing Low Punch, then [BACK] on the Joypad and Low Punch together.





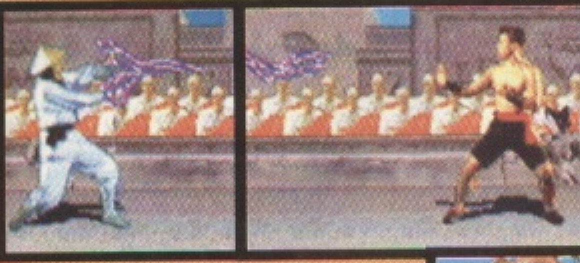


Flip-kick: to bend and pin your opponent press [DOWN], Low Punch, Low Kick and [BLOCK] simultaneously.

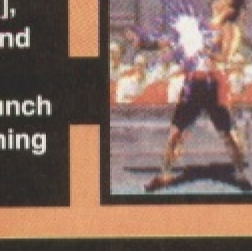


Rayden

The legendary thunder-god warrior who lives in the hills, Rayden has assumed human form for the contest.







Lightning bolt: [DOWN], [DIAGONALLY DOWN] and [FORWARD], then [FORWARD] and Low Punch to fire electric blue lightning from your fingertips.



Torpedo: similar to Honda's flying headbutt. Tap [BACK], [BACK] then [FORWARD] on the joypad and listen to him shout.

Teleport: appear next to your opponent by pressing [DOWN] on the joypad, then [UP] immediately.











Death move: Killer lightening. To incinerate your opponent, tap [FORWARD], [FORWARD], [BACK], [BACK], then [BACK] and High Punch.







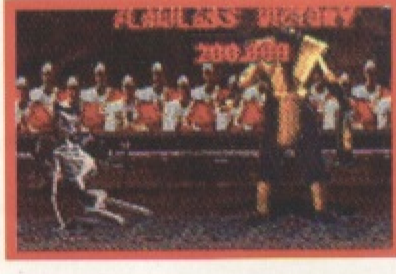














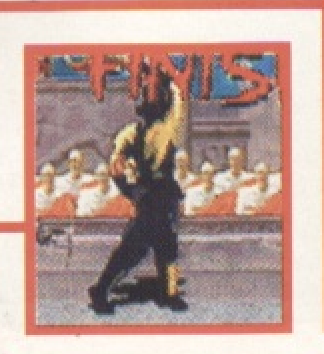
















Rib-kracking Kombinations

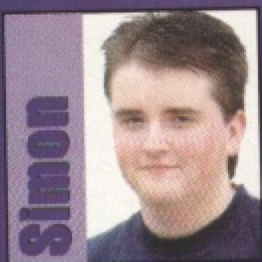
Johnny Cage High punch, Low punch, Uppercut, Shadow kick

Kano Knife throw, Roll

Liu Kang Uppercut, Flying thrust kick

Sonya Uppercut, Double energy wave

'Almost arcade-perfect'



Little of the arcade game's blood is here, and the death moves have been toned down. For example, in the arcade Johnny Cage's death move is punching the opponent's head off his shoulders in a flurry of blood, while in the SNES version he delivers a kick to the chest.

This aside, *Mortal Kombat* is an arcade-perfect conversion and awesome to look at. The digitisation on the fighters is brilliant, with some of the best animation I've seen on any home machine, ever; you could be forgiven for thinking you were playing the arcade. The sound is also amazing, with the arcade's music perfectly recreated, as well as speech throughout the fight and when a fighter is chosen.

The five difficulty settings ranging from very easy to very hard, at which level the game will take ages to complete. You can also change the configuration of the buttons to suit your taste, and there is a useful handicap system to make two players more evenly matched. Unfortunately it's impossible to turn the time limit off, which proves annoying.

Mortal Kombat's only important fault lies in the gameplay: it just does not have the depth of games like *Street Fighter II*. You can win battles with a small number of moves, and don't really have to develop combinations and tactics. The blocking method is also awkward. Having to hold down the [L] or [R] button can be dodgy, and when you block, attacks still take off energy — even normal light punches. To be fair, this was also the case in the arcade version.

Despite these small problems, *Mortal Kombat* remains an excellent conversion and should be very high on any beat-'em-up fan's shopping list.

91%

TEST YOUR MIGHT

The aim of this bonus round is to smash the steel anvil by repeatedly tapping buttons on the joypad.

Beat Goro and you must fight Shang Tsung.

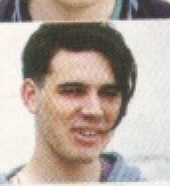
Right: his sorcery allows him to take the form of any of the other seven fighters.

I will finish you!

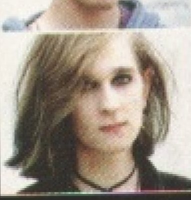
Final analysis



"A tough challenge until I discovered repeated leg sweep kill defeat almost all the characters."



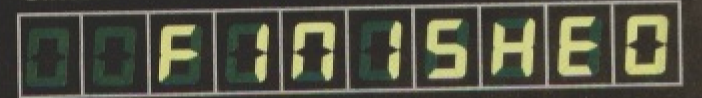
"Easily completed though always a laugh in two-player mode. Death moves are disappointing."

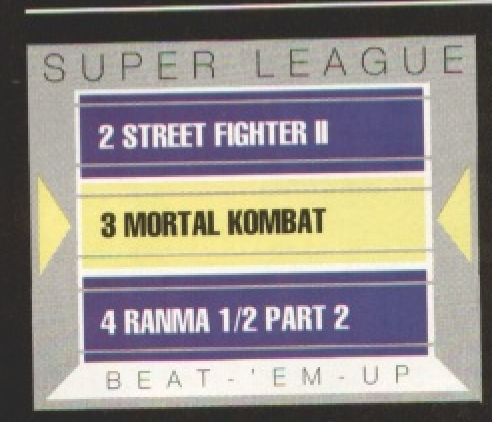


"No blood and gore takes a lot of the original appeal away exposing average gameplay."

Final day score

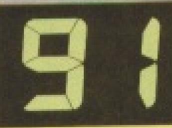
Simon — Completed on all settings





Great graphics and gameplay ensure this is a top five hit but the lack of serious challenge prevents it from toppling *SFII*.

Sound



Superb sampled speech featuring the classic line 'Get over here…'. Brilliant!

Graphics



Groundbreaking digitised graphics make this virtually arcade perfect.

Playability 88

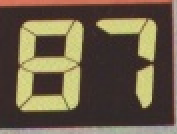
Special moves take a little practice and death moves are even harder but the pace is fast and furious

Lastability 80

Lasting appeal as a two-player game but way too easy in one-player mode.

Force factor

If it wasn't for the low difficulty setting and heavy reliance on leg sweeps, this would be arcade perfect.



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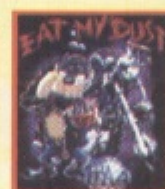
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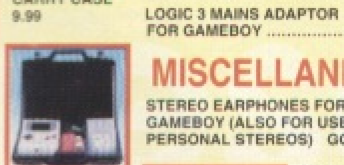
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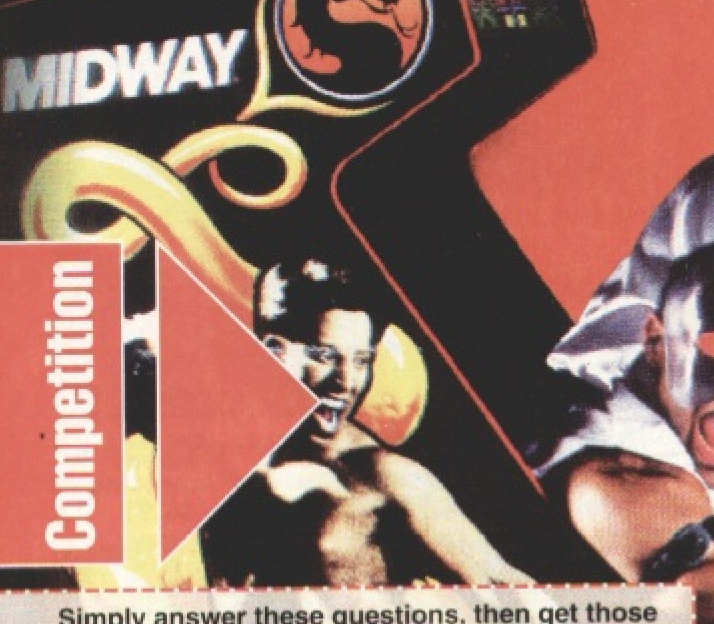
Mortal Kompetition

Who can make you the envy of everyone you know, make you nine new enemies for life and save you a load of pound coins? SNES FORCE can, with a little help from Acclaim, *Mortal Kombat* and a £3,000 cheque!

Mortal Kombat is fast becoming the SNES sensation of this summer, upstaging all rivals and threatening to take the coveted title of beat-'em-up of the year. Crashing into the arcades last year and blowing everyone away with stunning digitised graphics and awesome gameplay, it's not surprising *Kombat* is such a hit.

You can catch up on the details of the most gory, hyped coin-op conversion for years in our exclusive seven-page *Mortal Kombat* review starting on page 26.

But with a 50p-a-game price tag, opponents that are tougher than nails and £3,000 if you wanna buy the machine, it's going to cost a bomb to wow the gang in the local arcade.



Unless you're the winner of our *Mortal Kombat* competition that is, because one lucky individual will get three grand's worth of arcade beauty delivered straight to their door. Yep, you heard right, your very own *Mortal Kombat* arcade machine — think of the look on your mates' faces when they see it!

That's the instant popularity we mentioned and you'll certainly save yourself a fortune, but we did promise you nine new enemies to dodge in the street. Well, we're a fair bunch at SNES FORCE and can't bear to see such a brilliant prize go to some useless spanner who has loads of luck. So the ten winners will be speared and with a cry of 'Come here!' yanked all the way to the Impact Magazines offices on the end of a very long rope.

Here the Grand Tournament will commence, the ten winners battling it out on the *Mortal Kombat* arcade machine for the privilege of owning it.

But no-one leaves empty handed, all ten tournament entrants and an additional 15 compo entrants get *Mortal Kombat* badges and limited edition T-shirts, with a further 25 badges going to the first people to write SNES FORCE IS THE BEST MAGAZINE IN THE WORLD on their envelopes — the bigger you write it the better!

And for our adult readers (over 18s ONLY), two of you can drown your sorrows with a bottle of limited edition, won't-see-'em-in-the-shops *Mortal Kombat* champagne! This bubbly is specially packaged and designed for Mortal Monday (September 13), and is bound to stump them on the Antiques Roadshow in a hundred years time.

So that's a staggering...

- £3,000 Mortal Kombat Coin-op Machine
- 25 Mortal Kombat T-shirts
- 50 Mortal Kombat Badges
- And Two Bottles Of Priceless MK Champagne!

It's the chance of a lifetime but competition is going to be fierce so get your entries in early. To be in with a fighting chance fill out the coupon on the left and send it to SNES FORCE Mortal Kombat Kompo, Impact Magazines, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW.

Competition closes on August 30th.

Simply answer these questions, then get those biceps oiled up!

1) Which *Mortal Kombat* character has four arms?
2) What is the name of the only female character?
3) Which character wears a silver face mask?

Name..

Address..

....

....

..........................Postcode..............

Age..

The editor's decision is final because he knows Gorro's bruvver and no correspondence will be entered into because Sub-Zero's frozen his lips off. If you don't want to receive mail from other companies please tick this box. ❐



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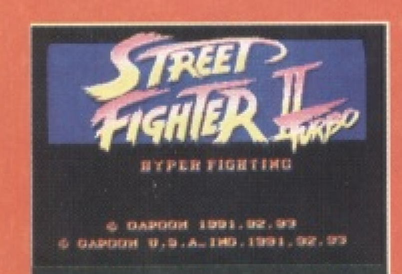
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S-FORCE SEPT



Beat-'em-up

Producer ....*Capcom*
Supplier............................*Capcom*

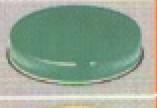
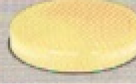
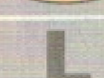
Price...£55
Status............*Japanese import*

Players..2
Lives..*n/a*
Continues.................................*infinite*
Extras..*none*

What the makers say…

'With the success of *SFII*, with over six million units sold worldwide, we expect the *Street Fighter* phenomenon to continue.'
■ Laurie Thornton

Controls

	Weak punch
	Weak kick
	Medium Punch
	Medium kick
	Strong punch
 R	Strong kick

First impression



"I love it! The speed is awesome and the new moves are spectacular"



"What can I say… truly stunning! The fastest game ever by a long way."



"The new graphics are brilliant. Thailand looks superb!"

First day score

Simon CE Level 7

FINISHED

Street Fig

You asked for more information, so here it is — *Street Fighter II Turbo* the extended review.

SNES FORCE **Smash!**

By the time you read this *SFII Turbo* will have been out a few weeks in the land of the rising sun and will be available through numerous 'grey' importers here at a much-inflated price, although the official UK release is set for Christmas at a more realistic cost.

As you put the cart in the SNES and turn on *SFII Turbo* you realise that this is more than just *SFII* with new moves — it's a whole new game. The backgrounds, characters, detail and animation have all been brought up to arcade quality and look great.

Selecting the Turbo option gives all the arcade moves as well as new colours and four speed settings.

The main and obvious difference is the option to control the four boss characters — M Bison, Balrog, Sagat and Vega — and their special moves and combos. This gives you a total choice of 12 characters, each with new or improved special moves.

The game has two modes of play, and is essentially the *Championship Edition* and *Turbo Edition* in one cart. The Championship option is similar to the original *SFII* game although there are some new moves. Selecting the Turbo option gives you all the new moves from the arcade version — except Guile's jumping punch — as well as new colours and four turbo settings.

Hurricane warning

Ryu has a midair Hurricane kick which is invincible to Sonic Booms. Ken also has a midair Hurricane kick and a much wider range on his Dragon Punch. Honda has a faster charge-up on his headbutt and a move like a belly-flop. Guile has nothing new other than a double-hit flash kick — Capcom considered him too tough in the original game.

Dhalsim has a tremendous teleport move which can get him out of corners, and he can perform Yoga Spears at any height in midair. Chun-Li has a Ryu-type fireball attack giving her much more range. Blanka has a new vertical cannonball attack which makes airborne foes easier to deal with. Zangief is still limited, although he does have a greater range on his Spinning Piledriver, can move while doing his Spinning Clothesline and is invincible to most attacks when performing it.

M Bison has a turning punch which has to be charged up, plus a sliding punch and sliding uppercut. Balrog has a Barcelona attack and a midair backdrop, both of which he does after jumping off the wall; he also has a tumbling claw which is deadly. Sagat has the low and high Tiger fireballs plus the powerful Tiger uppercut and Tiger knee, and a shoulder throw. And Vega has the double-hit Scissors kick, flaming torpedo and head-stomp, but lacks the Double Dizzy combination from the original game. ■



M. Bison

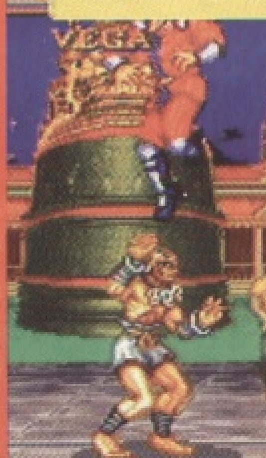
Scissor kick: to perform this powerful double-kick combination, charge [BACK] then [TOWARD] and any kick.

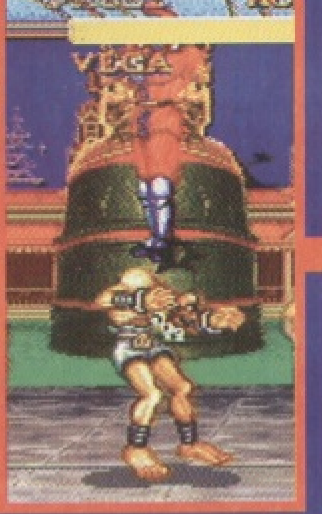




Flaming Torpedo: charge [BACK] then push [TOWARD] and any punch.







Head Stomp: give opponents headaches with this skull-crushing move. Charge [DOWN] for two seconds, then [UP] and any kick. After he's stomped on the head, press any punch for a follow-up flying punch — a wicked combination.

hter II Turbo



Sagat







Tiger Uppercut: the same controls as Ryu's Dragon Punch. Press [TOWARD], [DOWN], [DOWN-TOWARD] to launch off the ground with this spectacular uppercut.

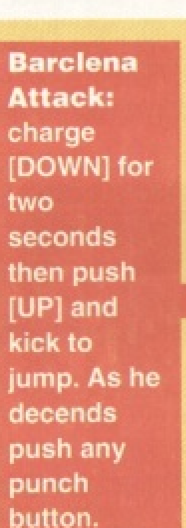


Tiger High: same as Ryu fireball. Press [DOWN], [DOWN-TOWARD] then [TOWARD] and any punch.



Tiger Low: the same as the Tiger High but use a kick instead of a punch.

Barclena Attack: charge [DOWN] for two seconds then push [UP] and kick to jump. As he decends push any punch button.







Vega



Balrog



Sliding punch: [BACK] then [TOWARD] and any punch button.

Head Butt: [TOWARD] and strong punch when close to an enemy.





Turning Punch: perform this energy-sapping blow by holding all three punch buttons for two seconds then releasing.





Mid-air drop: charge [DOWN] then [UP] and kick. In the air, punch and [DOWN] together.





Tiger Low: this multi-blow combination is very hard to block. Charge [BACK] then [TOWARD] and any punch button.







Blanka

Vertical Cannonball Attack: excellent for countering air attacks. Charge [DOWN] for two seconds then press [UP] and any punch — the stronger the punch, the higher up the screen he travels.



Chun Li

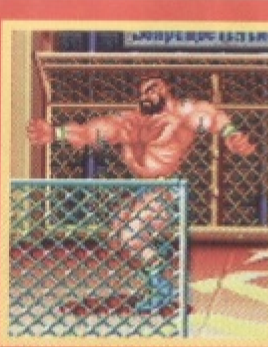


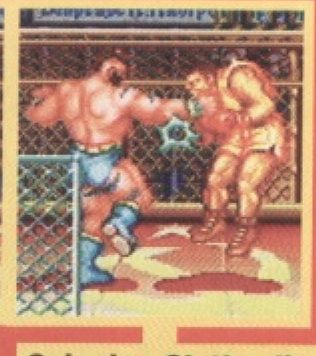
Fireball: similar to Dhalsim's fire attack. Move the joypad in a semi-circle starting from the opposite way you're facing and press kick.

Flip Kick: move in close and press medium kick.









Zangief

Spinning Clothesline: all three punch buttons together.



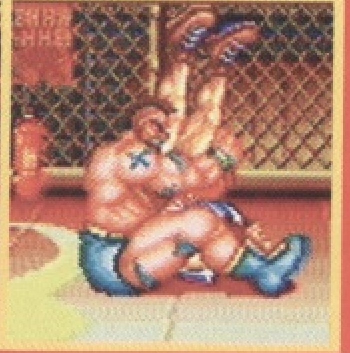


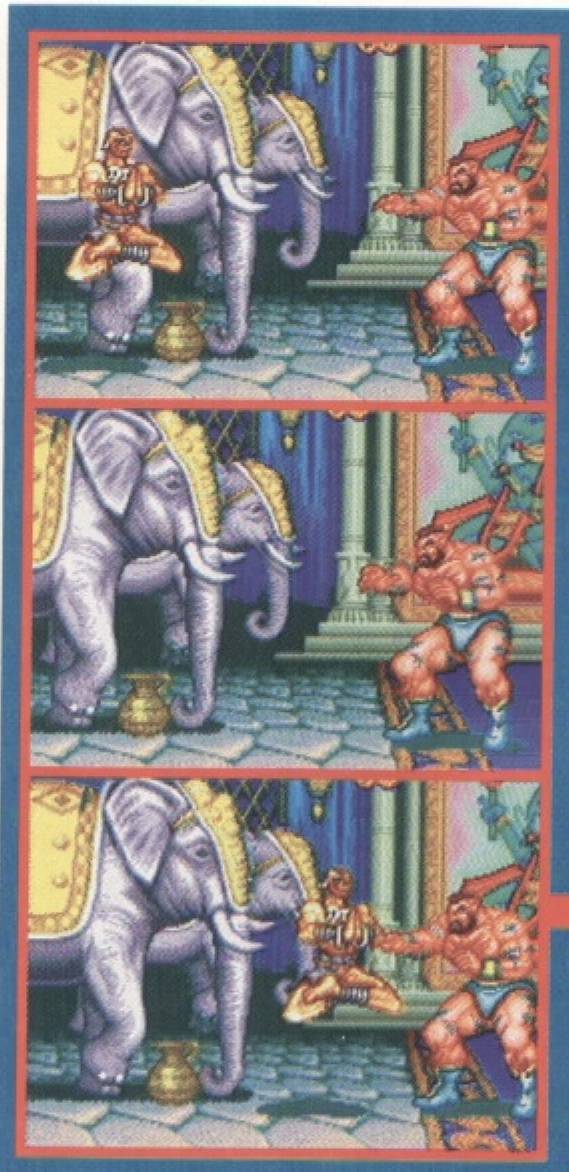
Headbutt: instant daze! jump [UP] then push [DOWN] and medium punch simultaneously.

Spinning Piledriver: rotate the joypad 360 degrees toward, while standing close to the opponent.









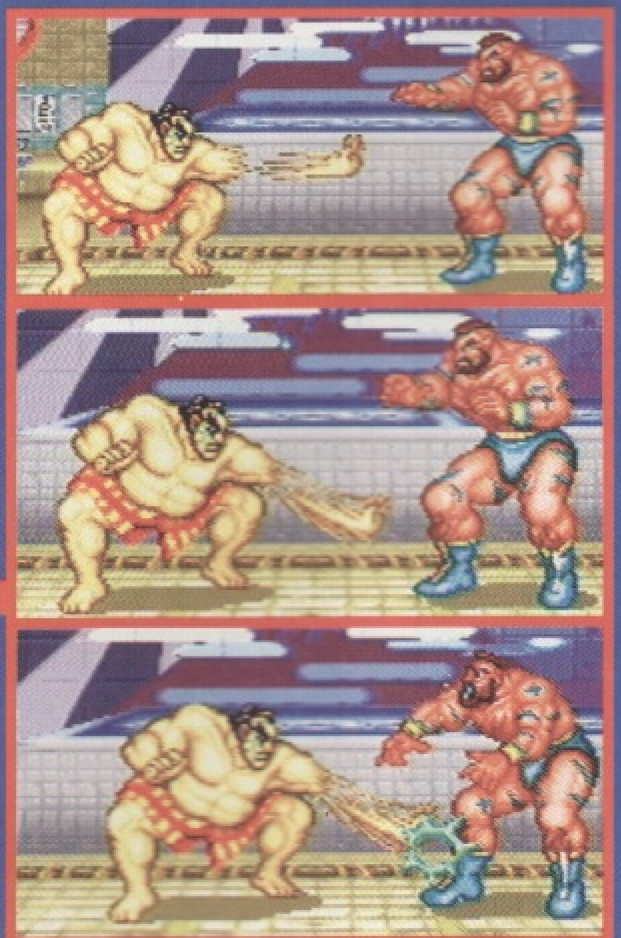


Dhalsim

Teleport: although one of the more spectacular moves it's also very difficult to perform. It's based on Ryu and KEn's Dragon Punch. Move the joypad from [TOWARD], [DOWN], [DOWN-TOWARD] while holding all three punch buttons. Dhalsim meditates, disappears and then reappears behind the enemy — ideal for surprise attacks.



E. Honda



Hundred-hand slap: press any punch button repeatedly. You can now move while performing this attack — ideal for pinning foes in a corner.

Splash: this strange attack is probably the weirdest move in the game. Charge [DOWN] then push [UP] and any kick.





Head smash: This brutal move takes loads of energy and is very easy to perform. Move in close to the enemy and push strong kick.

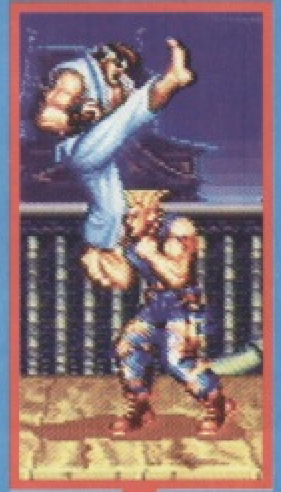




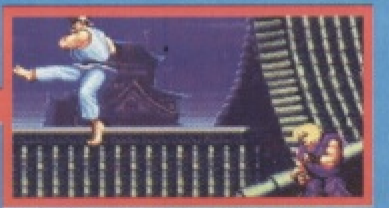
Ryu



Sonic evade: Ryu's Hurricane Kick is now invincible against Guile's Sonic Boom. Press [DOWN], [DOWN-BACK], [BACK] and kick.



Mid-air Hurricane: jump [UP] then press [DOWN], [DOWN-BACK], [BACK] and kick.



Jumping Kick: press [UP] and medium kick.

Thrusting Knee: his only brand new Turbo move — move close and press medium kick.







Guile



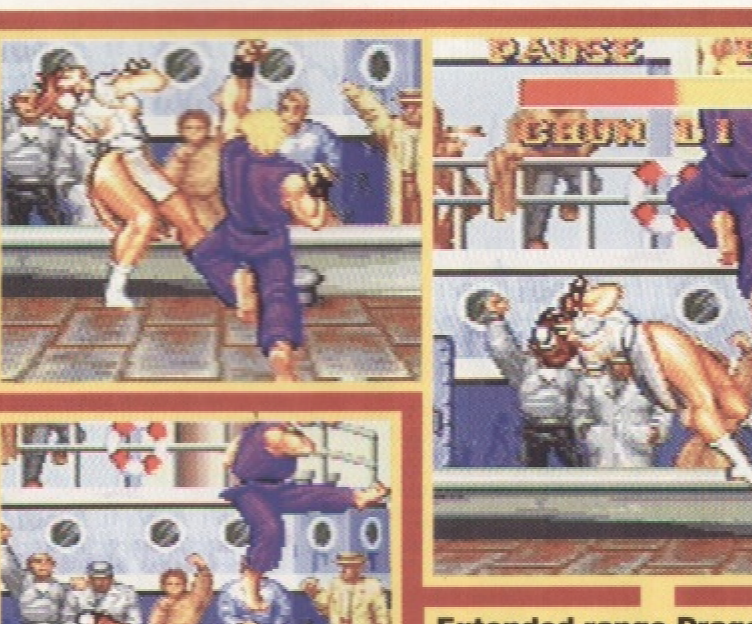
Double-hit Flash Kick: more powerful than the original move. Charge [DOWN] then push [UP] and any kick. The closer to the enemy the better.





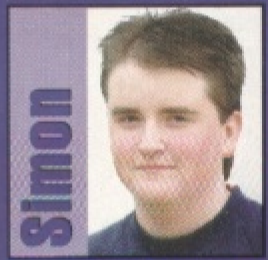
Ken

Mid-air Hurricane: [UP], [DOWN], [DOWN-BACK], [BACK] and kick.



Extended range Dragon Punch: as in previous game, press [TOWARD], [DOWN], [DOWN-TOWARD] and any punch.

'An almost perfect game'



SFII Turbo is 20 megs of pure perfection and the best videogame I have ever played. The graphics have been completely redrawn, and if you thought they looked good in *SFII*, *Turbo* will blow you away. Ryu is no longer the boy we once knew; he now looks like a battle-scarred warrior and Blanka looks even meaner, with huge claws and fangs.

The colours of the backgrounds have also been updated, and the fighters have the *Championship Edition*, *Turbo Edition* and original *Street Fighter* colours to choose from. There is also much more sampled speech than before, and the stereo sound is excellent.

The addition of the four bosses to the player's repertoire of characters will, as you begin to learn new tactics and moves, add months of extra play to the game. And the difficulty level and learning curve are excellent: Championship mode on the hardest difficulty setting is not much different from the first game and *SFII* veterans should finish it without much trouble. Put it on the Turbo setting, however, and things start to get interesting.

The extra speed means you have to readjust all your timing and combos, and all the added moves force you to develop new tactics to defeat the opponents. A good example of this is Dhalsim: no longer can you use Ryu, constantly fireball him into a corner and slowly wear him down. His new teleportation move and speed mean he can be out of the corner and attacking you before you know what's happened. Thus the matches are much more balanced.

SFII Turbo is an absolute must even if you own the original game. It is instantly playable and very addictive, packing quite a challenge even to *SFII* experts, with a two-player mode which is truly unbelievable.

98%





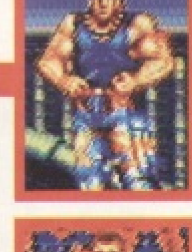
Bonus Rounds: two bonus rounds remain from the previous game — smashing the wall (top left) and crushing the car (top right). The barrel-busting stage from the arcade version (right) has also been added for extra variety.



Colour clash: Characters have a choice of three different fighting outfits: Normal, Championship Edition and Turbo. Here are the deadly divas having vanquished their opponents…











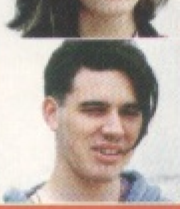

Final analysis



"It's a completely different game — less time to think and more characters to master."



"Unbelievable! The more I play it the better it gets. New endings as well. I love this game."

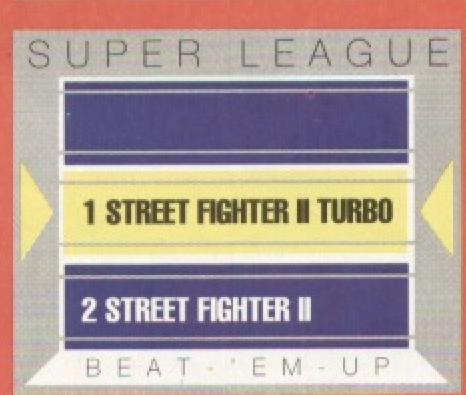


"Definitely the best game I've ever played. It's virtually arcade perfect. Hard to believe but true!"

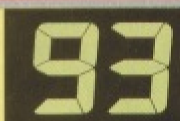
Final day score

Simon — Turbo Level 4

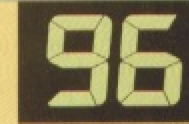
FINISHED



The best beat-'em-up ever and possibly the greatest game of all time. Superb playing speed and graphics leave the field a long way behind.

Sound


The sampled speech and stereo sounds create a brilliant atmosphere.

Graphics


Arcade-perfect — they've been redrawn from scratch and look amazing.

Playability
96

Extra speed gets the adrenalin pumping like never before. New characters add extra life.

Lastability


With four new characters and more special moves, you'll be playing for years to come.

Force factor

A virtually perfect arcade conversion, visually stunning and enthralling — probably the greatest game ever.



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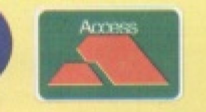
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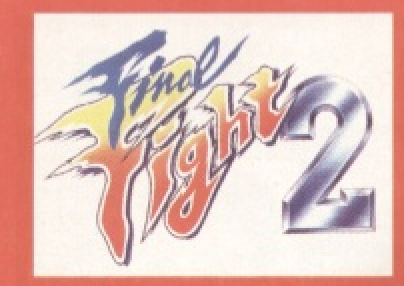
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Beat-'em-up

Producer .... Capcom
Supplier .... Krazy Konsoles
Tel 0422 342901
Price £62
Status .... Japanese import

Players 2
Lives 4
Continues 5
Extras .... 4 difficulty levels

What the makers say...

Unfortunately, due to the last-minute arrival of this cart we were unable to secure a comment from Capcom. It's nothing sinister just a matter of time.

Controls

	Jump
	Attack
	Nothing
	Nothing
L	Nothing
 R	Nothing

First impression


"Plays really well and the two-player option is much-needed extra."


"Love the new characters and the sprites are enormous!"


"Looks like another winner from Capcom — the graphics are cool!"

First day score

Simon Completed

FINISHED

Final Fi

When it comes to beat-'em-ups Capcom are in a class of their own. Has their latest bruiser got what it takes to muscle in on the success of *Street Fighter II*?

The story of this legendary bruiser picks up from the original *Final Fight*. Metro City mayor Mike Haggar has rescued his daughter Jessica from the ruthless Mad Gear Gang with the help of Jessica's fiancé Cody and his ninja friend, Guy. Little do they know that Mad Gear is not just a local organisation, but spreads its evil tentacles throughout the world.

Look out for Chun-li enjoying a bowl of noodles in China and Guile hanging out by the docks.

Haggar's peace of mind is shattered by the appearance of Cody's friend Maki Genryisai, whose father is Guy's martial-arts teacher. Maki begs him to rescue her father, who has been kidnapped by Mad Gear.

Haggar and Carlos Miyamoto, another childhood friend of Guy, agree to travel the world in search of Mad Gear. Their quest takes them through six stages — China, France, Holland, England, Italy and Japan — look for Chun-li enjoying a bowl of noodles in China and Guile hanging out by the docks.

These side-scrolling levels are packed with ruthless villains, many armed. Knock a 'packin' enemy to the ground and you can pick up and use his weapon. Knives can only be thrown once but tonfas and wooden planks are ideal for multiple hits.

Behind bars

Damage inflicted on each enemy varies. The tougher the bad guy, the longer his energy bar and the more hits it takes to kill him. Many bosses have tri-coloured energy bars, only when you have killed them the equivalent of three times can you proceed to the next level.

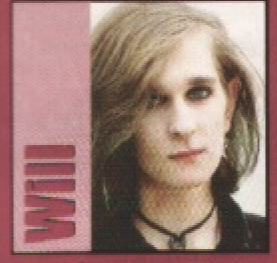
Our heroes' life force is represented by a separate energy bar spanning the top of the screen *Street Fighter II* -style. Keep an eye out for energy-replenishing pick-ups such as joints of beef.

In a change from the first game, levels scroll sideways most of the time, but occasionally change to a vertical environment, allowing characters to walk up or down the play area, depending on the direction of the 'go' arrow.

Although each character has a range of attack moves, control isn't as complex as *Street Fighter II* — only two buttons and the joypad are needed for attacks. Action is against the clock and there's plenty of opportunity to rack up points in bonus rounds. These exhibitions of total carnage include destroying a car (sound familiar?) and punching barrels. Extra lives are awarded after 50,000 points and there's a generous allowance of five continues.

If the challenge gets to too tough, grab a mate

'Left me drawn and Haggar(d)'



Haggar's back with solid new mates — but I can't see much difference from his first game, apart from a two-player option and a couple of new twists.

The graphics are lovely, intensely detailed and fairly well-animated, although Haggar's drop kick still looks unnatural and impossible; lightly faded background colours help the sprites and useful objects such as barrels stand out. Big, beefy Haggar struts around in his new fingerless gloves, and his slighter companions look lean and fast.

But gorgeous graphics and thumpy Japanese tunes cannot hide the fact that *Final Fight* wasn't that good a game in the first place. It and this sequel both suffer from the same problem as the ancient *Double Dragon*: repetitiveness. Walk around, fight several different baddies with your super-powerful moves, and fight the end-of-level guardian. Then fight the same few baddies again and face another end-of-level guardian... and again and again until you've finished it.

The one-player version takes some skill to complete, but only because you have to restart a level when you lose a continue, not through any strengths of gameplay. And as for the two-player game, Simon and I sailed through it on 'difficult' mode at our first attempt. What's the point of effectively rereleasing *Final Fight* with a new mode which poses no challenge at all?

62%

ght 2

Maki

This quick and agile young lady's acrobatic techniques often help her outsmart enemies relying on brute strength.



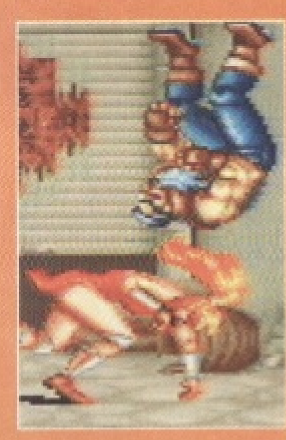
High Kick
Silence enemies with a firm smash to the teeth — effective if quickly followed with a throw.





Flying Kick
More than one guy can be floored with this simple but effective move.

Handstand Spin
Ideal to use when surrounded by enemies, but takes up energy.



Shoulder throw
Despite her slim figure Maki is a powerful warrior. This move inflicts lots of damage.



The object of this bonus round is to pick up a weapon and trash the car before the timer gets to zero — the faster you smash, the more points you get. A later bonus stage includes punching barrels.



Petrol bombs ignite the first person to tread on them. Keeping clear is the only safe answer.





The *Street Fighter II* comparisons continue. Note the similarity in the two skeletons. The electrician (far left) gives Guy a shock while Blanka (left) shows the power of his electric attack.





Far left: smash barrels to reveal power-ups. Some such as radios are worth points, while food restores energy. Left: keep enemies at bay by picking up stray weapons.



The influence of *Street Fighter II* is apparent throughout. This level is very similar to Guile's stage — Note the plane in the background, the steel fences and the wooden crates.

for simultaneous two-player action. With a couple of brawlers on screen there's plenty of scope for cooperation — watch out for throws though, your blows hurt each other.

Haggar is the only holdover from the original, and his moves haven't changed. He's the strongest of the three heroes, but also pretty slow. However, his screw-piledriver and double-spinning-clothesline moves — as used by Zangief in *SFII* (see the comparison box on the right) — are devastating.

Maki, the well-endowed, mysterious *femme fatale*, is very fast, but not so powerful. Her best move is a spectacular spinning-handstand kick. Carlos, the decidedly non-Oriental-looking Japanese guy, is between the two, with a wicked sword attack for special occasions.

Capcom fans will want to spend hours pouring over the graphics for *SFII* relics but there's no time for that — get out there and kick some Mad gear butt!



Say your prayers sucker! This poor punk is about to feel the full force of Guy's airborne attack.

The beat goes on...

China is guarded by this gruesome creature.

Level Two sees a trip to France to face this evil dude.

Holland is where this guy hangs out. Watch his punches.

Level Four and a clown is on the rampage in England.



It may take two to see off this Italian boss.

Make it to Level Six in Japan and you meet this monster.

Hagar vs Zangief

The Russian wrestler from *Street Fighter II* idolizes Haggar. He even goes to the extreme of copying Mike's moves. Haggar may be getting on a bit, but he still knows how to kick heads.







Spinning Piledriver
A guaranteed way to crush your opponents' backs.

Spinning Piledriver
Whether performed on Mad Gear or Ryu, the results are devastating.





Spinning Clothesline
A good technique when surrounded by many foes.

Spinning Clothesline
While he doesn't have Haggar's reach, Zangief's arms are very powerful.





Flying Kick
Not very powerful but effective for nailing foes.

Flying Kick
Excellent for dazing weakened enemies.

Suplex
Impressive and powerful, this shakes up the meanest of enemies.

Suplex
This ground-trembling back-breaker is enough to finish off most guys.



Body Splash
Slow but deadly, an ideal way to attack big dudes.

Body Splash
His second airborne move is a scary sight.





Carlos
A noble and heroic warroir. Carlos is a master of the sword and a fast and agile fighter.



Flying Kick
Knock enemies flying to the far wall with this airborne attack. It is most effective on running enemies.

Flashing Blade
Like all special moves, Carlos' sword attack drains energy, but is the best tactic when surrounded. Use wisely.



Slam Punch
Leaves the receiver dazed for a few seconds, allowing Carlos to finish them off.



Throw
If things are getting claustro-phobic, this flip soon clears out the area.

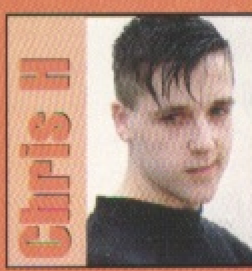


Avid *Street Fighter II* will notice the two world warriors cunningly concealed in Final Fight 2. Here's Guile loitering with his friends in Level Two — the flat top and the combat boots make him instantly recognisable.



...and who's that scoffing a quick bowl of noodles in China? Chun-li takes time off from her hectic schedule to sample the local cooking. Better be careful, too much grub and she'll never be able to do a Spinning Bird Kick.

'A remix, not a sequel'



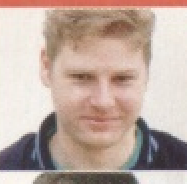
FF2 looks immaculate, with crisp new graphics and fluid animation. Muscles are rippling and grimaces glinting all over the place, with sprites even better than in the impressive original. And Capcom haven't neglected the backgrounds, either — they've crammed detail upon shading upon pastel colours.

What an awful lot of trouble to go to, just to release *Final Fight* again. For this is a remixed version of the original, not a true sequel. Haggar's moves are unchanged, and the two new characters are only interesting until you've learned all their moves; then they may as well be from the first game.

With all the technical advances since the original *Final Fight* was released, I've come to expect more in gameplay than the standard walk-and-punch. Although the first few games are fun, I completed the whole thing in a day; one-player mode has more challenge but there's only so much you can do with such a simple concept, and *FF2* becomes tedious within hours.

58%

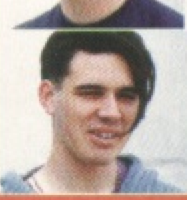
Final analysis



"No improvement over the original in the playability department. Gets boring after half an hour."



"Not only average, it's easy (amazingly so). Once completed there's no desire to play it again."

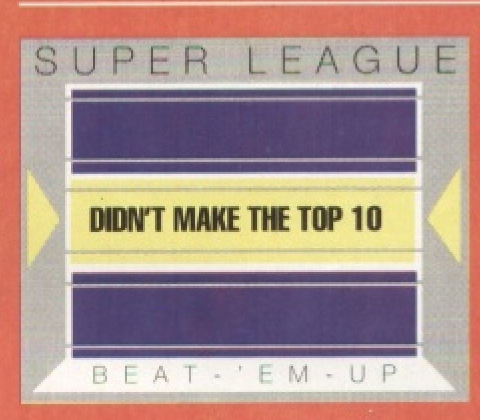


"Oh dear! The two-player option makes it marginally better than the original but not by much."

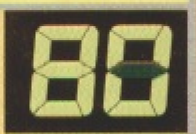
Final day score

Simon — Completed on Hard

FINISHED



Despite great graphics and detailed sprites, a ridiculously easy difficulty setting ensures that there's no long term lastability.

Sound

55

Not much to get the adrenaline pumping. Sound effects are average thuds and thumps plus wailing.

Graphics

88

Detailed sprites and backdrops but not quite up to the very high standards Capcom have set themselves.

Playability

75

With only two buttons affecting control, picking up and playing is a doddle but soon becomes uninteresting.

Lastability
35

Six small levels plus slow and unimaginative makes this sluggish brawler a real turn off.

Force factor

60

Despite great graphics and an impressive pedigree, this rehashed beat-'em-up is too limited.

Nigel Man

Formula 1



Sports

Producer............Gremlin
Supplier............Gremlin

Price............£39.99
Status........Official UK release

Players............1
Lives............N/A
Continues............infinite
Extras............Password option

What the makers say...

16 authentic GP tracks, the expert guidance of Nigel Mansell and the fastest scrolling ever. *F1 Challenge* leaves the field trailing.

■Gremlin

Controls



Green	Nothing
Yellow	Nothing
Blue	Accelerate
Red	Brake
L	Gear change down
R	Gear change up

First impression



"Graphics look good but the control system is awkward in simulation mode."

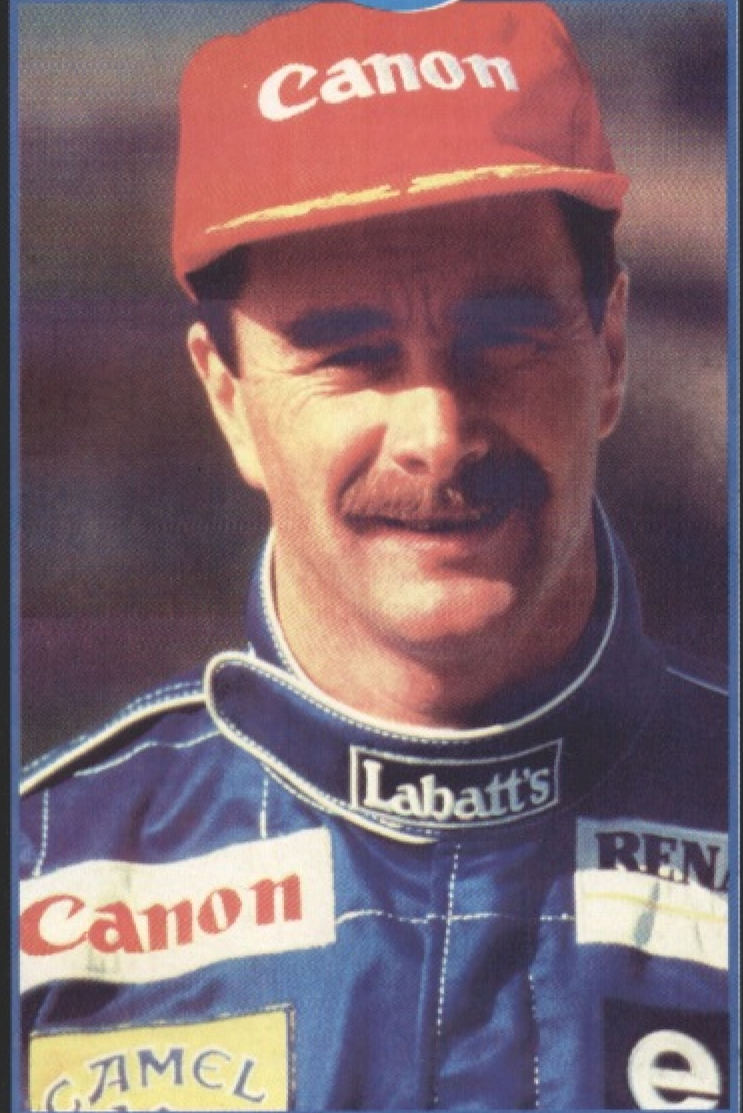


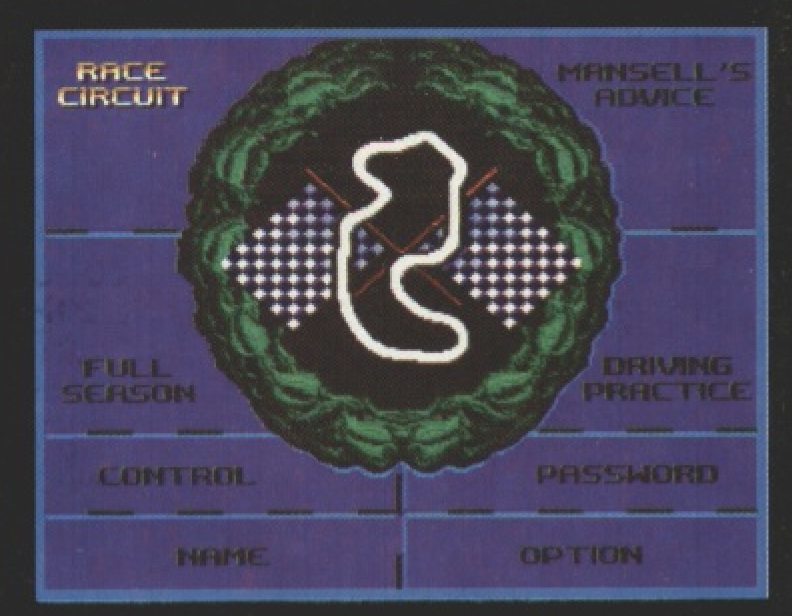
"This is very fast, it really makes you think you're in a F1 car."

"Good action with plenty of neat touches. This looks like a winner."

First day score

Will — Third in league







This is the mass of options (above) — you can change just about everything.

The medium-gear setting is the best as it offers excellent all-round performance.

The engine is running and you've only one option — race. But are you good enough to learn 16 different courses and beat the other drivers to the championship?

Hindsight's a funny thing. Without a doubt the most successful sportsman to come out of this country in the last few years is Nigel Mansell. With 23 pole positions, 26 wins and 24 fastest laps to his credit he easily won the 1992 Formula One drivers' world championship.

With a track record like this Gremlin must have been suitably delighted when they signed Nigel to license a racing game. How things have changed. Not even a year later, Nigel has quit Formula One for Indycar and Gremlin must be kicking themselves. But has Nigel's abrupt departure from Formula One affected the quality of the game?

As in real Formula One racing, looking after tyres is a key factor — timing pit stops is an art.

Viewed from an in-the-car perspective much as in *Monaco GP, Nigel Mansell's Formula 1 Challenge* is a polished presentation. Most of the options have a real effect on the game, and you can change everything from name and nationality to game controls and car setup.

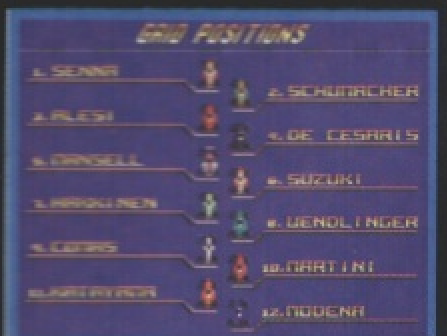
The game starts with the choice of a one-off circuit or a world championship with all 16 rounds and courses authentically reproduced; a password given after each round allows you to stop and then resume a championship later on. You can even have Nigel give advice on individual circuits, which proves very useful. It's also possible to practise any circuit without the hindrance of computer-controlled cars on the track, change the configuration of the joypad, and switch the 'mode' of the game between simulation and arcade mode; the main difference is in the car's handling.

Tyred out

As with true Formula One racing, strategy is a key element. Is the car set up correctly for each track? Will the wing size give sufficient down force? Should you use hard or soft tyres? Will a high- or low-ratio gearbox give better results? These are all crucial questions and play as important part in your finishing position as driving skill.

On the car itself, the setup can be tailored to the way you drive or to each course in the championship. Settings include tyre compound, gear settings, and automatic or manual transmission. You better get it right first time though as there's only one qualifying lap before the race — after that it's maximum commitment for the duration ▶

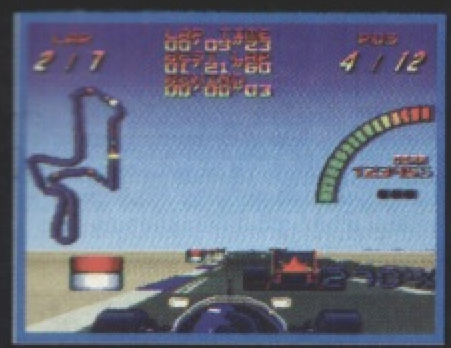
sell's Challenge



Pole position is a big advantage — you don't have to worry about other cars getting in your way.



Above: lap speeds (top) show time from nearest rival.



To overtake, sit in the slipstream, wait for a straight, then hit the gas.

Below: the wing mirrors show rival cars coming up behind.



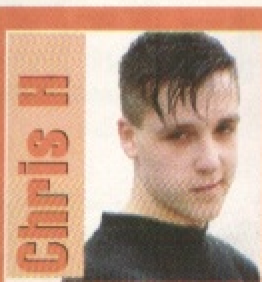


After the race is over, there's a rundown of positions and times.



Rain makes the track slippery, making overtaking far harder.

'Impressive speed and neat options'



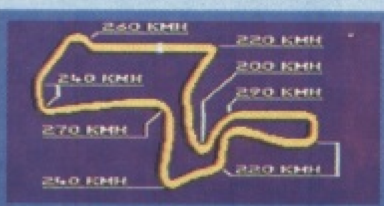
England may not be the best at producing successful sporting heroes (at last count I tallied about, ohhh... zero) but at least we can rely on Nigel Mansell to win a trophy of some kind. And if he doesn't win, he usually retires from the race in a spectacular crash. So I'm sure he'd be pleased by this fast-paced racer and find that it recreates all the thrilling action of the real sport.

A few gripes: although there's a choice between arcade and simulation driving, I didn't notice any great difference, apart from a few onscreen statistics and the car handling a bit trickier on bends in sim mode. And why is there so much sky filling the playing area? The road seems crammed into the bottom of the screen.

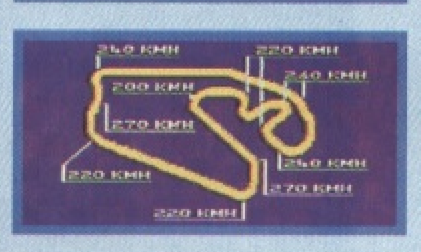
I also found that the courses have too many laps. This can be a challenge when careering around the devious twists and turns, but when you're well in the lead and the circuit is simple, you can't help feeling a touch of fatigue, especially if you've another four laps to complete. Still, the speed is impressive and there's a neat stack of options to fiddle about with.

It's common for racing games to make full use of Mode Seven nowadays, so it's refreshing to see *Nigel Mansell's Formula 1 Challenge* ignore the effect and still come up trumps. If you're looking for a high-speed drive without the rigmarole of a complicated sim, look no further.

81%



The first circuit of the season is in South Africa. It's 2.550 miles long with a few fast straights — an ideal warm-up track.



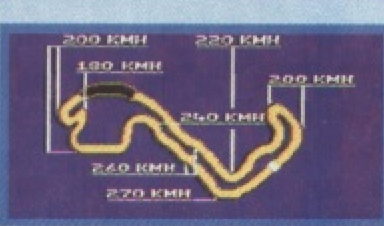
The second race is 2.747 miles long. Mexico has tight corners and long straights; As it's a fast course, set down force settings to minimum.



The Brazilian Grand Prix is set over a 2.687-mile course. Using low down force increases straightline speed but makes cornering difficult.



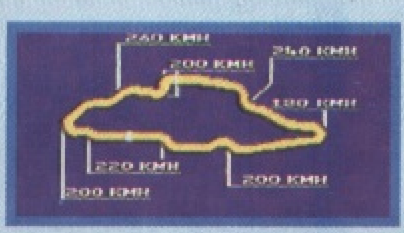
Set over 2.950 miles, the Spanish Grand Prix is one of the longest circuits. For best results use a medium gear ratio and down force.



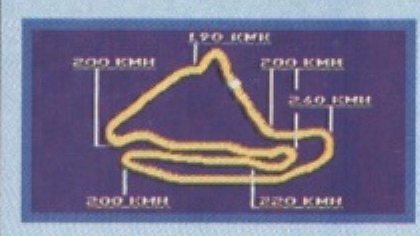
Guaranteed good weather makes the San Marino Grand Prix a fast and gruelling race. The 3.132-mile track is filled with hazardous corners.



Monaco is a twisting 2.068-mile course. There is little room for overtaking, making starting positions vital. Set down force at full.



The 2.753-mile Canadian Grand Prix course is often plagued by bad weather. Tyre selection is crucial — the wrong choice and you're out.



The French Grand Prix denotes the half-way point in the season. The 2.654-mile track is very tough on tyres so well-timed pit stops are vital.

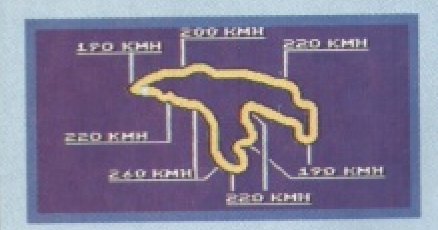


Nigel's home Grand Prix is set over a 3.247-mile circuit. Silverstone is a very fast so a low gear setting is ideal for rapid acceleration.

The track at Hockanheim is one of the season's longest at 4.223 miles. Gears and wing should be low to take advantage of the long straights.



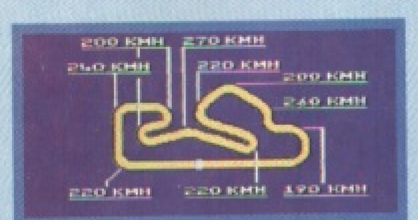
The Hungarian Grand Prix takes place over a 2.465-mile course. The long straights are ideal for cars with a high gear setting.



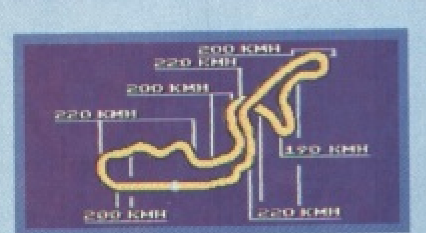
Rain often affects the Belgian Grand Prix making tyre selection critical. The track is a massive 4.312 miles, the longest of the season.



The Italian race is fast and competitive. Use soft compound tyres for more grip. This makes negotiating the tough corners much easier.



At only 2.703 miles the Portugese Grand Prix is a short circuit, but it's plagued with slow corners and hairpins. Use high down force.



This circuit was built to test F1 cars to the limit. Long and packed with sweeeping turns, it's a real test of overtaking skills.



The final race of the season. The Australian circuit is fast and open. If you need points, set down force at miniumum and go for it.

unless you waste precious time calling into the pits. As in real Formula One racing, looking after your tyres is a key factor. Four lights on the right of the screen show their current status. As the race goes on — and each time you stray from the racing line — they wear down, resulting in reduced grip. Timing pit stops to get maximum efficiency out of tyres is an art.

The race day can be either wet or fine — this is largely down to the country you are racing in — and the weather may mean changing your setups slightly and selecting appropriate tyres. Although in many similar games the weather has no real effect on gameplay, here racing in the wet is much more hazardous and means a slower race.

So, have you got what it takes to drive on the edge of adhesion, take the chequered flag and the ten championship points that go to the winner?



Tactics are vital in the pits. The timing of a crucial tyre stop can sway a tight race.



After each championship race there's an awards ceremony. There are six points for second place.

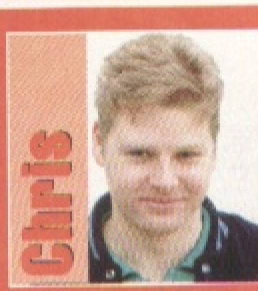


In the Mansell's advice option you get personal tutoring. Match his speed and racing line.



The track display (left side) shows your position relative to the rest of the field.

'One of the best in its class'



Driving games fall into two distinct categories: arcade-style fun racers like *Super Mario Kart* and *F-Zero* and more serious simulations such as *Exhaust Heat II. Nigel Mansell's F1 Challenge* is unashamedly in the second category and is without doubt one of the best in its class. The graphics are excellent, reflecting the ambience of each Grand Prix setting — in Monaco skies are blue and the panoramic views breathtaking, while at Silverstone clouds are heavy with the impending possibility of rain.

The 16 tracks are perfect replicas of the Grand Prix circuits so F1 enthusiasts can reenact famous moments from GP history. Most impressive of all is the car's handling. With throttle full out and at speeds of over 150 mph, the slightest twitch is enough to send the car careering toward the barriers — yet stick to the racing line at the recommended speed and it sticks to the track like glue.

I was disappointed by the lack of upgradable options. Buying and developing new parts for your car adds an extra dimension as you're constantly struggling to get extra prize money for a vital upgrade. Sound, that perennial pitfall of racing games, is up to the usual mediocre standard. However, don't let this put you off; stare Senna straight in the eye and prepare to race.

84%

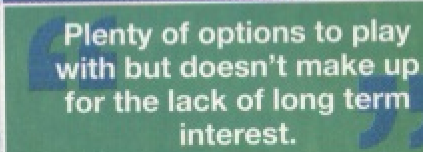
Final analysis



Artificial intelligence of the computer-controlled racers is impressive — misses a two-player option.



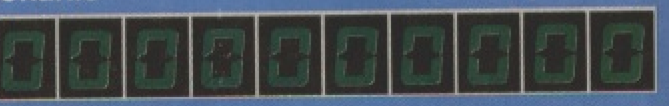
Graphics are impressive but the controls are a little unresponsive. For Mansell fans only!



Plenty of options to play with but doesn't make up for the lack of long term interest.

Final day score

Charlie — Won championship





In a quality category, securing a place in the league is an achievement. *F1* just can't match the pace of *Exhaust Heat II* though.

Sound 78



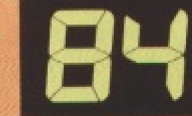
High-pitched engine noise grates over long periods. Though tunnel sampled sounds are excellent.

Graphics 80



Decent, fast-moving sprites for opposing cars, though a few more roadside objects are needed.

Playability 84



Simulation controls are awkward to grasp but arcade mode is much more playable.

Lastability 81

A full season means 16 races, and a password system ensures early circuits don't need repeating.

Force factor

Fast-paced and very playable, though experienced drivers may find it a little easy in the long run.



82

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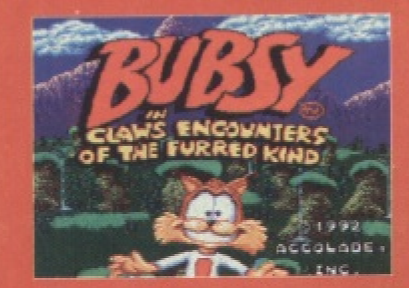
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Platform

Producer........ Accolade
Supplier........ Accolade

Price........ £39.99
Status........ *Official UK release*

Players........ 1
Lives........ 9
Continues........ *Collectible*
Extras........ None

What the makers say...

Cruise, jump, glide and flip with the coolest cat in the universe through six huge all-action levels incorporating over 300 screens.

■Alan Wellsman

Controls



Green	Float in air
Yellow	Jump
Blue	Nothing
Red	Nothing
L	Scroll left
R	Scroll right

First impression



"Super fast with plenty of excitement and cool graphics. Looks a winner!"

"Unless most cute, funny platforms this one actually offers a stiff challenge."

"Looks and sounds great, pretty difficult too — this should keep me busy."

First day score

Simon Level 4

Bubsy

in Claws Encounters of the Furred Kind

Gathering wool is anything but relaxing in Nintendo's latest platformer.

As every cat-owner knows, there's nothing more entertaining for a feline than playing with a ball of wool — cat and yarn are as inseparable as dog and bone. But things get out of hand in *Bubsy* when an extra-terrestrial spaceship runs out of fuel and crash lands on Earth.

There are over 50 great animations showing Bubsy in action — 13 of these are for death sequences alone!



Make sure there's nothing in the way, collect the balls of wool and run like the wind.



If you're not sure whether a nasty is lurking nearby, use [L] and [R] to scroll the screen.

The aliens are called Woolies and their ship's high-fibre plasma engines need yarn balls to blast off — so much for the advanced technology of aliens. If the Woolies don't find yarn fast, they'll never see their home planet, Rayon, or their twin Queens, Polly and Esther, again.

The Woolies hadn't counted on any opposition from planet Earth, but Bubsy has other ideas. He sets off to collect the wool and dispatch the aliens so that the moggies can return to their distraught owners.

Getting shirty

As Bubsy runs, jumps and somersaults through cartoon-like landscapes in classic platform style, the aliens appear as standalone baddies or big end-of-level guardians. Bubsy can easily dispose of them by bouncing on their heads, and power-up T-shirts give him extra advantages. Black shirts make the bobcat invisible, flashing T-shirts scare enemies off, and numbered T's give Bubsy extra lives equal to the shirt number.

Five worlds, each with three stages full of yarn balls, are crammed into the huge 16-meg cartridge. There are loads of loads of collectibles, enemies, platforms and secret rooms, but there's a time limit for Bubsy to collect all the level's wool. In his bid to escape, he often ploughs into mine carts, cool giraffes and busy beavers.

Fortunately, he can run at supersonic speeds, though there are dangers: crash into an object and Bubsy ▶

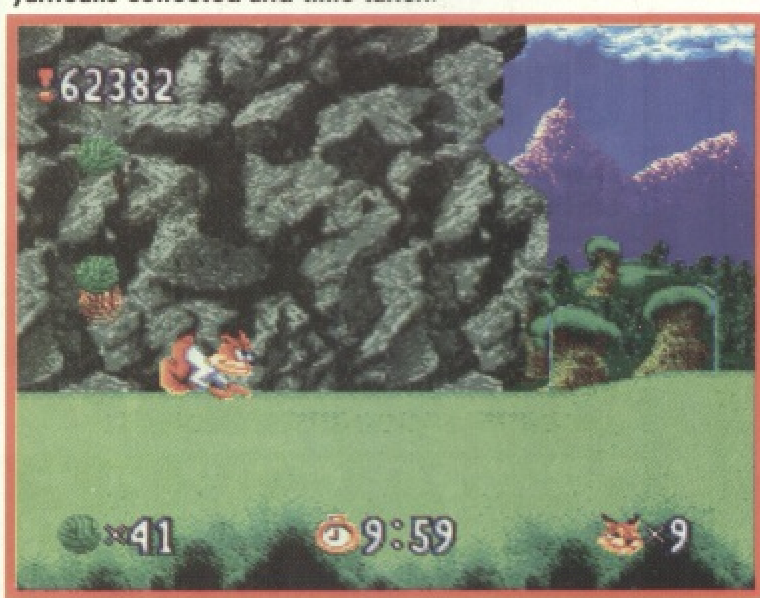




Above: these large yarnballs are the guardians of the first level. Jump on their heads to blow them up.

Left: Bubsy can get off this ride, but he misses valuable collectibles if he does.

Complete a level for a bonus relative to the amount of yarnballs collected and time taken.





Above: on your marks, get set, go! Bubsy prepares to tackle a level.

Left: not only is Bubsy gifted with a giant leap, he can also fly! The intricacy of the backgrounds is very impressive.

Woolie bullies

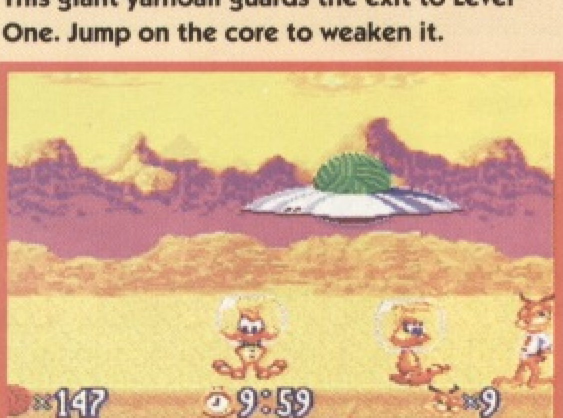
No platformer is complete without end-of-level baddies and *Bubsy* features some of the most unusual ever seen. Here's a sneak preview...



This giant yarnball guards the exit to Level One. Jump on the core to weaken it.



Level Two is protected by this deadly duo. Stay to the left and avoid their dangling yarn.



The key to Level Three is gaining the height to launch at the spaceship. Again aim at the core.



Timing is crucial if you're to conquer the Level Four boss. Jump as he moves from the left.

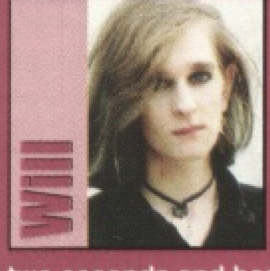


The action really hots up on Level Five. Not only are there spider attacks to deal with...



...but there are two bosses to deal with. Pound the core and it explodes. Only one more to go!

'Bubsy has the looks, but not the fun'



So Bubsy is the SNES's new fast-paced platform hero? I hate to admit it, but the spiny Sega one has the edge. Bubsy has the looks, the cartoon elements, but not the fun.

If the programmers wanted a speedy *Sonic*-type game, why did they make Bubsy a one-hit-and-die character, then put enemies virtually every two inches? Bubsy just doesn't have the speed of play — sure, he can move as fast as Sonic, but he can't make long sprints until the backgrounds blur, because he hits a baddy within two seconds and has to redo the level.

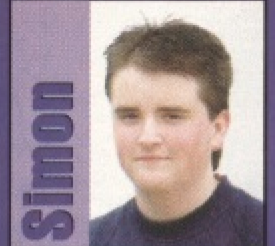
Graphically, though, Bubsy makes the grade easily, with loads of colour and plenty of animation frames to make him as similar to real cartoons as possible. The backdrops are detailed and well-drawn, if a little... er... familiar. Green grass and waterfalls with a few grey boulders are not original anymore.

The tune is presumably intended to have that platformy, jolly quality that goes round and round in your head, but ends up as an irritating fairground-organ sound. And the speech is horrible: just before each level (presumably to make you laugh so you don't notice the gameplay), Bubsy spouts some abysmal joke in a horrid, high-pitched baby voice.

There are some nice graphics, nice touches here and there, but *Bubsy* is just too frustrating. This cat is lucky there's no hedgehog on Nintendo.

60%

'Looks cool but gets boring'


Simon

The first thing which strikes you about *Bubsy* is the excellent graphics: the Bubsy character is brilliantly animated, with really smooth movement. Many frames of animation have been put into making him as cartoon-like as possible, and it's sure paid off.

The background soundtrack is also excellent, and there is a short introduction screen for each level with good speech, usually of Bubsy cracking a joke. All this helps to give a more cartoon-like feel.

The layout is very much like a certain Sega game, but there is a problem: after a few hours the gameplay becomes very frustrating and repetitive. The backgrounds and layouts do change, but the object remains the same, and although *Bubsy* packs quite a challenge most people will be bored before completing it.

Cosmetically excellent, this lacks the addictive edge that could make it a classic. If you are really into fast-paced platformers, *Bubsy* is the closest to *Sonic* on the Nintendo, and to be fair you could do a lot worse, but this potentially excellent game is spoiled by major gameplay flaws and a frustration level that's far too high.

71%

falls unconscious with stars spinning over his head.

Bubsy is also a dab hand at jumping, especially when helped by a springpad. Falling to the ground can wipe him out, but outstretched arms help Bubsy glide safely down to earth.

Chatter box

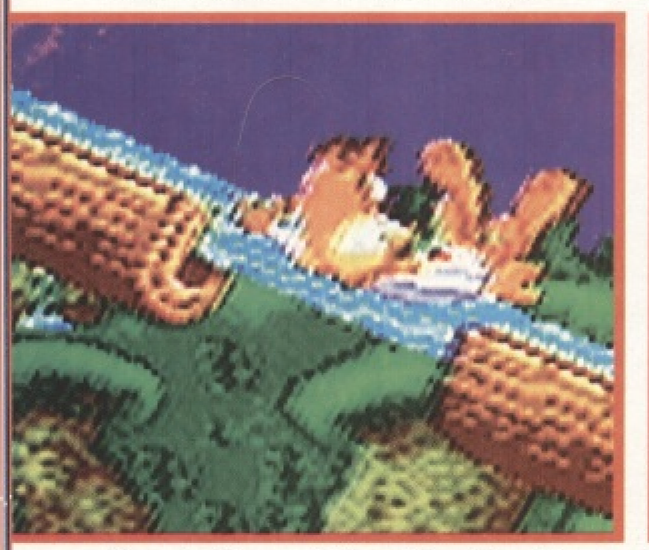
Another neat touch is the way Bubsy interacts with the player. He's one of the first characters to be given the gift of speech and throughout a feast of digitised wise cracks purr from his whiskered chops. If left alone for too long the funky feline taps impatiently on the TV screen.

There are over 50 animations showing the hero in action — 13 of these are death sequences! These hilarious mini-movies include the cheeky cat being squashed into tiny pieces, popping like a balloon and sinking with his ship.

Bearing a striking resemblance to such platform classics as *Sonic The Hedgehog*, *Mario* and *James Pond*, *Bubsy* is Nintendo's big hope for the summer.



Pulling the lever opens another route through the maze-like caves.



The animation as Bubsy slides down the water chute is excellent.



Every effort is put into giving Bubsy a cool personality. Here he looks longingly at three candidates for supper.

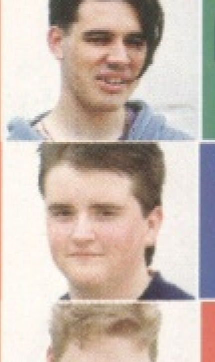




Above: cats don't like water and Bubsy is no exception. Here he drips dry after falling into the drink.

Left: grab this T-Shirt for two extra continues.

Final analysis



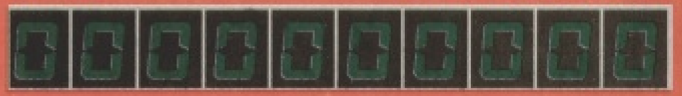
"This is a tough test of platform skills and I'm really enjoying it — graphics and speech are really cool!"

"Great for a while but the one-hit-and-die system quickly gets frustrating. Doesn't live up to the hype."

"Feline fun and frolics? Unfortunately not. Dying every ten seconds kills this Bobcat"

Final day score

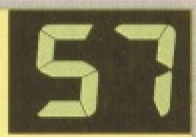
Simon — Completed Level 5





Despite a super soundtrack, and sampled speech, *Bubsy's* frustrating controls ultimately spoil playability.

Sound 57



Funky fairground tunes quickly become irritating — sampled speech is very impressive.

Graphics 82



Colourful sprites and multi-layered backgrounds, but odd-looking enemies.

Playability 67

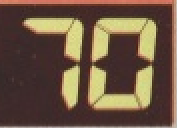
One-hit -and-die system results in stop-and-start gameplay which quickly becomes frustrating.

Lastability 55

Gets off to a great start but fall shorts quickly. This much frustration could give you a cat complex.

Force factor 70

A charismatic and cosmetically excellent platformer let down by a frustrating control system.



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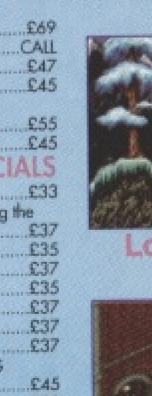
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Price.......... *£64*
Status.......... *Japanese Import*

Players.......... *4*
Lives.......... *N/A*
Continues.......... *None*
Extras.......... *Save option*

What the makers say...

Unfortunately due to the last-minute arrival of this cart we were unable to secure a comment from Human. It's nothing sinister, just a matter of time.

Controls



First impression



First day score

Charlie Quater-finals

Super Format Soccer

Football is supposed to be the nation's sport, so why do England always play so badly? Maybe they should get some practice on Human's latest game...

Super Formation Soccer 2 doesn't have crowd fights or arguments on the pitch, but it is the first football game to support Nintendo's latest wizardry, the four-player adaptor. It's also the sequel to *Super Soccer*, one of the first SNES games officially released in the UK.

An all-star game allows you to construct a team using any player from the 16 international teams.

The first choice is between an exhibition or Human Cup game. Exhibition allows two options: a penalty shootout or an all-star match. Penalties are straightforward enough, with the playing area showing a second-person view of the goal mouth, the relevant goalie and your striker taking the shot. An all-star game allows you to construct a team using any player from any international team, so if you know your football, you can create the ultimate squad.

Human racing

Human Cup is the regular game, for one to four players (the adaptor is needed for three- and four-player games). Options here include one- and two-player against computer, third and first player against each other, and so on.

There are 16 international squads to choose from, each with a different status, showing their kick, pass and running ability. Having chosen a team, you can sort out which members should play and at what position, before going on to the general tactics stage.

There are several possible formations, ranging from the all-out offensive to safe defensive lineups. Those who err on the side of caution may prefer the sturdy sweeper option, while the more aggressive can take advantage of the 2-3-5 line-up which heralds a return to the glory days of football with an inside and outside left and right, a striker and ankle-length shorts you could hide George Best's drinks cabinet in!

After kickoff, try out the kicks and moves: passes, volleys, strikes, even a shoulder barge to deck a stubborn opponent. Fouling doesn't always go unseen, though — carry out too many dirty tactics and the ref's likely to come on and issue a card. ▶



Goaaaal! First blood to the Italians. It's a good idea to use the auto keeper as manual control takes a lot of practice to master.



Each team has it's own playing style, so expect plenty of tough tackling from Italy (in blue) and the Cameroon.

ion II



The highlight of *Super Soccer 2* is the four-player option. If you want to really aggravate your friends, barge 'em over and score a goal while they're still on the floor.

Cutting Corners

Notoriously tough defences are often weak at set piece. Corners are an ideal opportunity to cause choas in the penalty area and sneak a quick goal...



Alter the trajectory of your cross by moving the doted line left, right, up or down.



The crowd roars as the shot thunders into the net. A few more goals like that and you'll be worth millions!



Control the ball with your chest, make some space with a quick shimmy, then pivot and shoot.



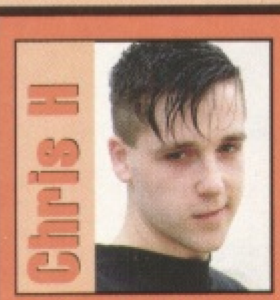
The ball hurtles toward the goalmouth. Lose your marker and dash for the near post.

Above: play dirty and you stand a chance of getting sent off.



There are 16 teams to choose from (left), skills are shown on status bars.

'It's no Striker'



After getting accustomed to the speed at which *Striker* runs, *SFS2* plays incredibly slowly. The ball trundles along the grass and only gradually rises if volleyed.

At first, the scrolling screen looks impressive, but after a while you really notice how cluttered the field appears — there hardly seems room for the ball, let alone team members.

Scoring a goal is a feat in itself, the controls aren't too sensitive especially when trying to go for a swerve shot. What's more, the goalkeepers are pathetic. Time after time, what looks to be an easy save is completely screwed up by the keeper's incompetence. And that's on the auto setting, try and control your keeper manually and prepare to be constantly thrashed by the computer teams.

It's debatable whether *SFS2* is a soccer simulation, if it is, it's not very accurate and handles more like a kick around in a park than an international tournament. All it needs are a few striped ties and a couple of crumpled jackets for goal posts and it'd be your average playground game at a comprehensive school — the shoulder barge would feel right at home.

Yes, the four player mode is fun, but try and keep an eye on who's who at all times — it's impossible! It's a case of boot the ball up the pitch and hope it reaches that vague green arrow signalling where your team mate is. It is a laugh, though, especially if you and a partner manage to link some cool passing plays together and score.

As for single players, it's doubtful whether you'd keep playing for months on end and the large variety of moves won't satisfy the most ardent of soccer fans. The penalty shoot out is a nice touch but didn't keep my interest for more than half an hour. *SFS2* may be a sequel but with no distinct improvements your better off with *Striker*.

72%

Just hope that it's yellow, for a red card means the player is removed for the rest of the match.

Some moves depend on the position of the players; when the ball is in the air, a footballer can head it, whereas when it's on the ground the same button is used for a sliding tackle. Goalkeepers vary from team to team, and if you're not impressed by your goalie's performance you can opt for manual keeper control. *Super Formation Soccer 2* also includes a save option so a squad and their tournament placing can be recalled at any time.

The road to glory

Winning the human cup is no easy —or short — task. Each match last five minutes and the opposition get progressively better. Each computer-controlled team has an individual playing style so learning their strengths and weaknesses takes a while.

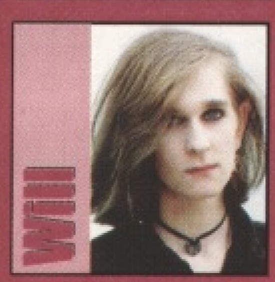
There's a password after each victory meaning no annoying restart. So, with World Cup glory firmly in your sights, get out there and restore some national pride.





The nerve-jangling penalty shoot-out: pick your spot and hope for the best.

'Only recommended for four-players'



I was the one in school who was always hanging around on the edge of the defence so I never got possession of the ball and embarrassed the team. And that's what *Super Formation Soccer 2* reminded me of: it's more like a kick-about in the park than high-pressure sport.

But this average game is another example of how mediocre titles are greatly improved by adding players. Whatever combination of players you're using the action is baffling and frantic, most of the time degenerating into slide tackles and everyone piling onto whichever poor soul's got possession. Things can get really chaotic, with mad long-range passes because you don't know where your players are offscreen, and panic-fuelled shoulder charges when all else fails.

The automatic keepers are cool, especially when on goal kicks you regain control and can leave the box and run up the pitch, potentially scoring. But the pitch feels too short and wide, and though the men are brilliantly drawn and animated they're still too big and clutter the screen.

Really good soccer sims have room for tactics and plays; fairly good ones, into which category *Super Formation Soccer 2* falls, are a laugh. I wouldn't recommend playing this without the adaptor, but for four die-hard football fans it could occupy many a rainy Sunday afternoon.

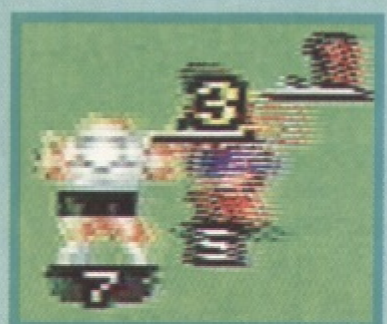
68%

Head and shoulders

Players' actions vary depending on their position in relation to the ball. Here's a guide to the moves available...



Lob: for long-distances passes over players' heads.



Chest: control the ball from a lobbed pass.



Head: perfect for powerful clearances and shots on goal.



Short pass: accurate sidefoot passes to nearby team mates.



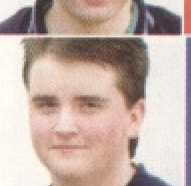
Sliding tackle: uproot dallying players with well-timed tackles.



Shoulder barge: ideal for shoving opponents off the ball.

Final analysis

"A real disappointment. Not the classic I was so dearly praying for, rather a remix of the original."

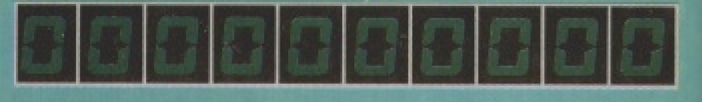


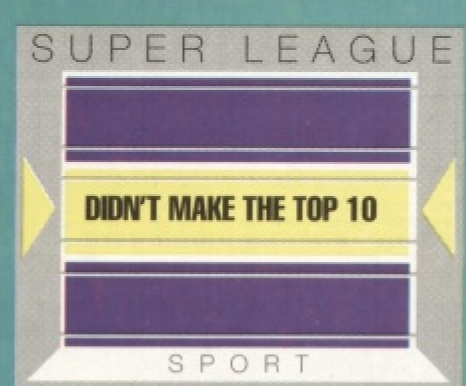
"Apart from a few cosmetic changes this looks and plays almost identically to the first game."

"A little better than the original with the obvious advantage of the four-player adaptor."

Final day score

Chris — Reached Semi-finals





Despite being great fun in four-player mode, the cost of the multi tap and strong competition prevents this from making the league.

Sound



Kicking thuds and crowd effects but nothing to compare to the atmosphere of live soccer.

Graphics



Excellent into-the-screen scrolling but playing area can become cluttered, especially with numbers on.

Playability 75

Frantic fun with four players but controls are often unresponsive.

Lastability



Entertaining multi-player game but limited for solo players. Needs a little more variety.

Force factor

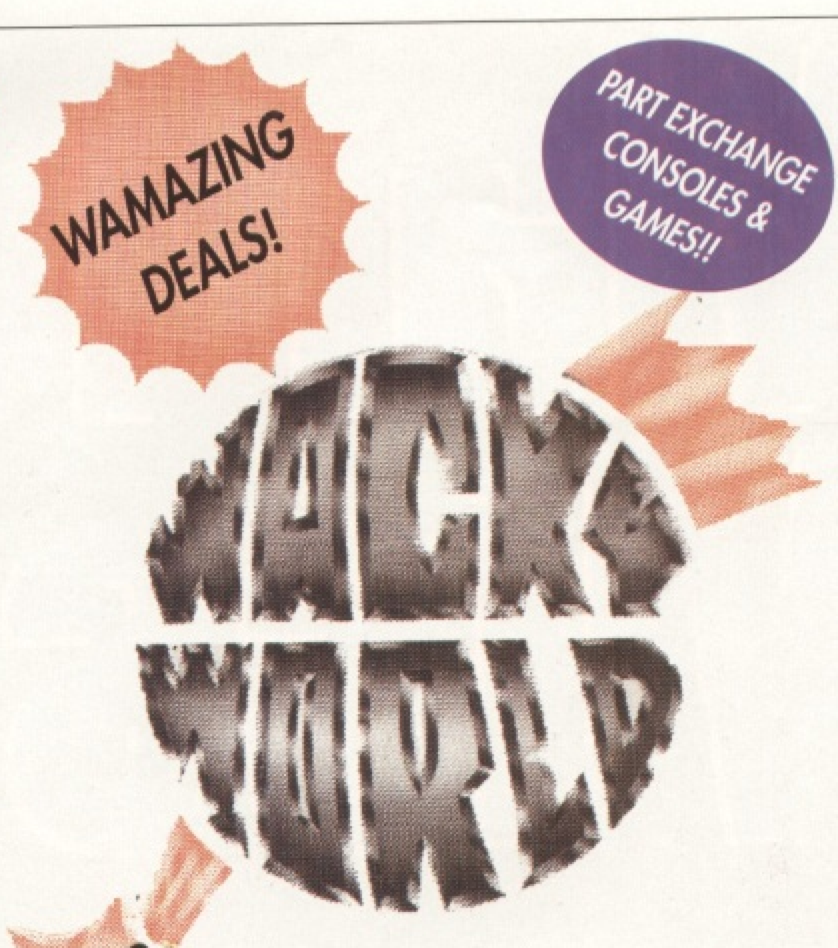
Despite redrawn graphics and four-player mode this is no real improvement over the original.



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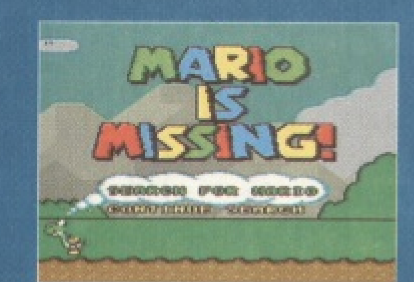
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Puzzle

Producer.............Mindscape
Supplier....................Mindscape

Price....................................£39.99
Status........Official UK release

Players..1
Lives..n/a
Continues..........................Infinite
Extras.........................Save option

What the makers say...

We're going to make damn sure the Super Mario Brothers teach you a lesson. Never has learning been this much fun!

■James Morris

Controls



First impression



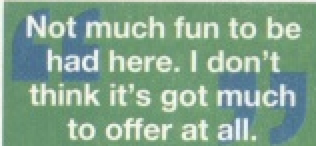
"Bearing in mind this is aimed at young players it looks like good fun."

"Some of the questions may be too tough for younger players."

"Not much fun to be had here. I don't think it's got much to offer at all."

First day score

Will Completed 3 cities



Mario is Missing

Geography and fun are not normally associated — but Mindscape's latest 'edutainment' title aims to change that...

Bowser, king of the koopas, has moved from Mario World into ours. From an Antarctic castle equipped with the latest Passcode-Operated Remote Transportation and Larceny System (PORTALS), which enables the koopas to teleport anywhere, he plans to steal all the treasures of Earth.

But this time, instead of waiting for the pesky plumber Mario to turn up and spoil things, Bowser has set a cunning trap and captured him. And with Mario incarcerated our hero is Luigi, accompanied by the ever-faithful Yoshi.

Luigi must discover which city he's in, what has been stolen, and where he can find it.

Mario is Missing is sold as an 'edutainment' title — a word coined to describe a game presenting education in an entertaining manner — for four-year olds and upwards. The action starts with Luigi at the doorway of Bowser's frozen fortress, where he can get into the PORTALS and teleport to the cities where Bowser's koopas are operating.

Once in a city Luigi must discover *which* city it is, what has been stolen and where he can find it, by chatting to the locals and asking questions. It's a non-stop journey that takes Mario's baking brother to Cairo, New York, Tokyo and Paris in search of famous artifacts such as the Sphinx, Big Ben and the Mona LIsa.

He uses the green pipes from previous Mario games to travel quickly around a city. The Globulator enables him to view a scrolling map of the world and control Yoshi's movements across it; the aim is to teach players a basic understanding of geography and history as they try to reunite dinosaur and plumber. And Luigi's pocket computer stores all information gleaned so far, with an onscreen menu calling up data.

Tourist traps

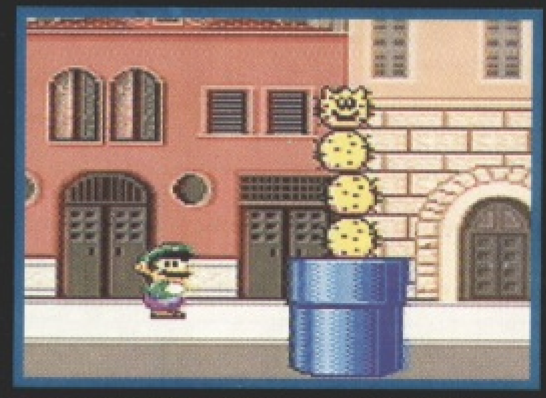
To recover stolen treasure Luigi must find and dispatch the koopa that's carrying it, then take it to the tourist information office. There are three stolen items in each city, and each one must be taken to the correct office, which is discovered by trial and error. The nice lady in the office then asks Luigi general-knowledge questions about the city, which — if he's talked to the right people — he is able to answer.

More information can be collected by visiting the tourist office empty-handed, whereupon a kind woman — who bears more than a passing resemblance to Princess Mushroom — gives Luigi an information sheet. Each city has characteristic buildings in the background and a cute version of the national style of music.

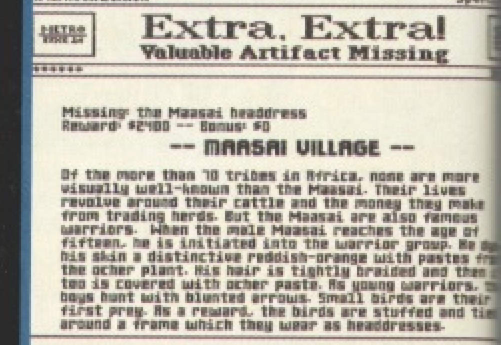
Mario is Missing claims to teach children map-reading, geography, and facts about the major cities in the guise of a fun game. ■



The koopas are harmless but they hold key information to the location of Mario.

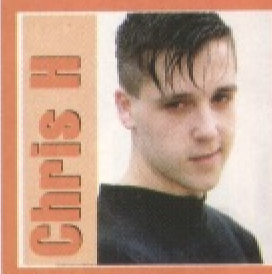


Once you enter a city, this giant mutoid cactus blocks your exit until Yoshi turns up.



One of the helpful newsletters dished out by the nice TI woman.

'As fun as detention'



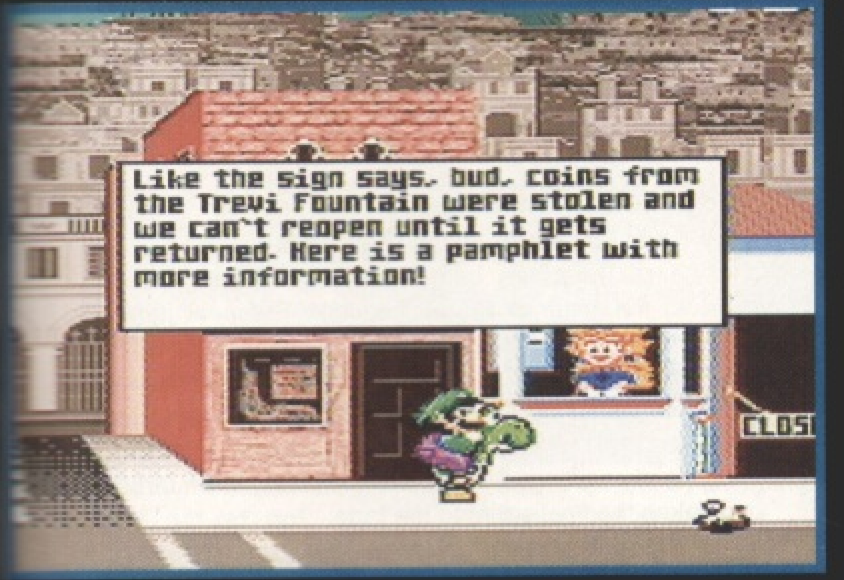
This is a valiant effort at edutainment, yet it misses out on many points. Several questions would be too tough for the younger members of its intended audience, even when the answers are collected. What child wants to wade through reams of text about ancient monuments?

Moreover, it's boring. After the Mario appeal has worn off, the game is reduced to plodding around each country using the same tactics. If *Mario Is Missing* is supposed to educate, why do the inhabitants of all the countries resemble each other? The same policewoman, scientist and tourist are in every location. A few fur coats in Russia and some Union Jack boxer shorts in England would be more enlightening.

And the map is way out of proportion — there would be an uproar if such false information were dished out in a primary school.

Kids aren't going to want to stick with a game this repetitive, and parents wouldn't be so cruel as to make them endure the monotony. It's neither entertaining nor educating.

38%





Above: Luigi travels around the world via the green pipes from the *Super Mario Bros* games. Here he's in Beijing.

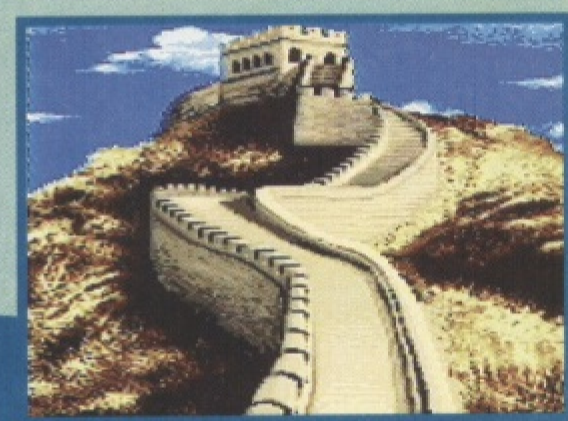
Left: she's tall, blond and beautiful. The ever-helpful Tourist Information lady is never too busy to lend a hand.

Postcards from the edge...

Luigi's rescue operation takes him to many of the world's most culturally significant locations. Here are a sample of the sights he sees on his journey.



ANCIENT COLISEUM



GREAT WALL OF CHINA



SISTINE CHAPEL

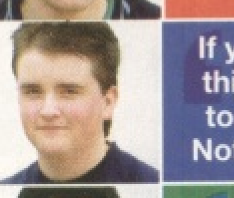


TREVI FOUNTAIN

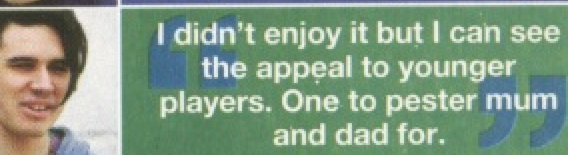
Final analysis



"Over 12s can forget it! Despite some nice touches and typical Mario charm it's much too easy."



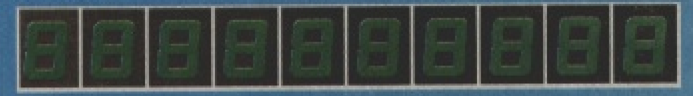
"If you're old enough to read this review you're probably too old to enjoy this game. Not up to Mario's standards."

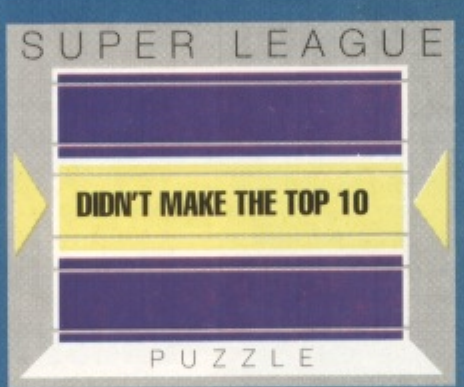


"I didn't enjoy it but I can see the appeal to younger players. One to pester mum and dad for."

Final day score

Simon — Completed 8 cities





A valiant attempt to use the popularity of the Mario Bros to create an endutainment game, although not enough depth to make the Super League.

Sound 65

Remixed versions of familiar Mario tunes provide a fun backdrop to the action.

Graphics 60

Plain and repetive backgrounds plus the world map is out of proportion.

Playability 55

Easy enough to pick up and play but gameplay is so restricted it becomes lifeless.

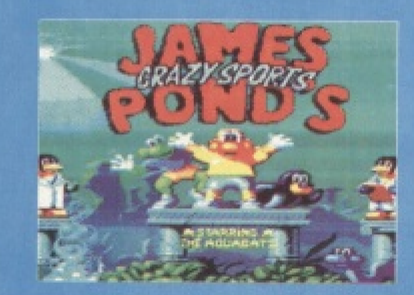
Lastability 28

Not enough of a challenge for teenage players and too difficult for the below 10s.

Force factor

A good attempt at an educational game for all ages let down by restricted gameplay and difficulty.





Sports

Producer.....*Storm/Sales Curve*
Supplier.....*Sales Curve*

Price.....
Status.....

Players.....*1*
Lives.....*1*
Continues.....
Extras.....*Difficulty settings*

What the makers say...

Sun... sea... sand and a lorra lorra laffs. Get your mates over for some fin-tastic fun. *Crazy Sports* is a must for armchair athletes!

■ Colin Brown

Controls

	Action
	Run
	Action
	Run
	Nothing
	Nothing

First impression



"Originally a bad game, this certainly hasn't improved with age."



"Not a good start. The graphics are poor and the gameplay repetitive."



"Very dull and samey. Graphics are weak and sound disappointing."

First day score

Will

FINISHED

James Pond's Crazy S



Defeating the forces of evil is one thing, but can James Pond survive another sports sim? We investigate...

James Pond, Bubble-07 licensed to gill, has vanquished the demented Dr Maybe and his evil minions, so to keep fit for the next mission he devises the Aquatic Games — a tournament for him and his mates.

Featuring remixed versions of the music from *Super James Pond II*, *Crazy Sports* has eight events for the cod and his friends the seal, dolphin, starfish and frog: 100-Metre Splash, Relay Race, Bouncy Castle, Shell Shooting, Leapfrog, Tour de Grass, Feeding Time and Kipper-Watching.

The relay race starts with the unusual sight of a dolphin trundling along on a unicycle.

The 100-Metre Splash has James sprinting through or (if he's fast enough) over water, while in Bouncy Castle he uses two sea-sponges as trampolines for midair somersaults, twists and the like; hitting shells on the wall behind him spins them, gaining points. In Leapfrog the player takes control of the frog as he leaps over electric eels — shocking. Feeding Time has the starfish collecting sweets and throwing them to divert hungry fish from an angler's Liquorice Allsorts, which he lowers as bait on red ribbons.

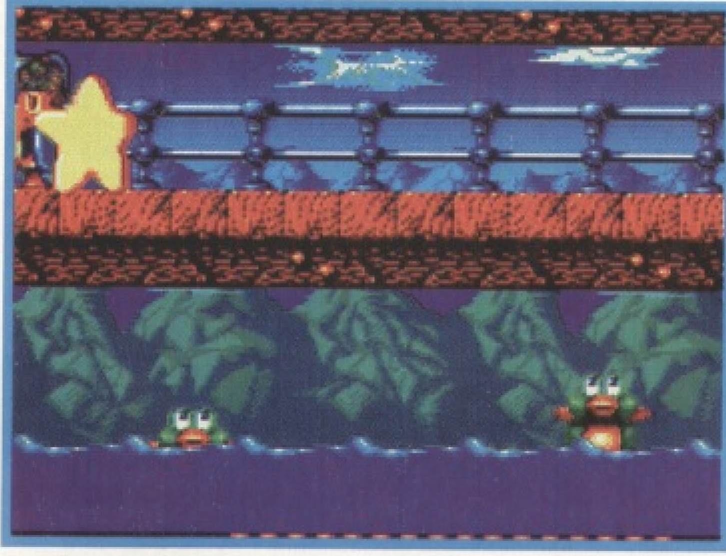
Shell Shooting stars James again: as crustaceans are hurled at him he jumps on them. Green squishy things propel him high into the air to squash flies on the ceiling, and there's a tray to catch rebounding shells, both features giving bonus points. Electrified metal shells with spikes are best avoided.

Race against time

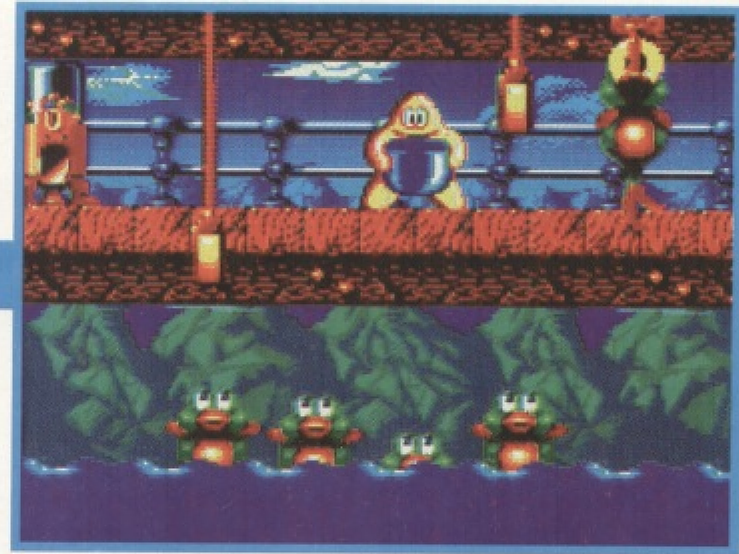
The Relay Race starts with the dolphin trundling along on a unicycle against the clock, before jumping onto a seesaw and throwing the seal as far as he can. The seal jumps crabs and bounces a beachball to hit the starfish. Woken by this, the starfish tries to collect sweets falling from the sky, and when his basket's heavy enough he throws it onto the other end of a seesaw where James is sitting, patiently waiting. And so from a hurling start James makes the final sprint to the tape.

Kipper-Watching involves the seal bouncing balls offscreen to protect the angel fish below, with flashing balls and alarm clocks to be nosed for a bonus. Tour de Grass plonks the dolphin back on his unicycle as he jumps crabs and collects bonus points from flashing butterflies above him.

Before the Aquatic Games, a shortened version of each event can be practised in training mode. ■



Feeding time: the aim is to collect sweets in an effort to divert hungry fish from anglers' bait.



These fishermen aren't amused as the fish feed on James' sweets rather than their Licorice Allsorts.

Shell shooting: the object of this weird event is to jump on the crabs...



...the green squidgy creatures propel James upwards, but watch out...



Too late, James remembers the electric shell, and lands right on its spikes.

ports



Going for altitude by using the sponge, James soars high...



...and somersaults over the shells, to the second sponge...



...but he fails abysmally and spends the night in casualty.



The 100 metre splash: on your marks, get set, go!



James sprints by pumping his fins as fast as possible...



... and he makes it to the line first and takes the gold medal.

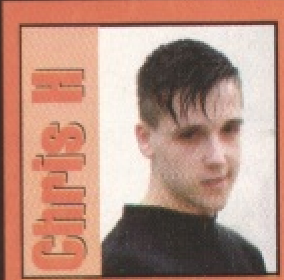


The relay race sees the dolphin pedalling at top speed on his unicycle.



Kipper watching: bounce the balls offscreen to protect the angel fish below.

'James should stick to platformers'



James Pond really should stick to his platform games. Only one event in *Crazy Sports* is remotely playable and that's Kipper-Watching, which is entertaining for around five seconds, although there's not a kipper to be watched anywhere.

The sprint (100-Metre Splash) and relay races are similar in both gameplay and appearance. I thought games had progressed since the days of *Track and Field*-style button-hammering, but press [START] on this and you're whizzed back to the Spectrum joystick-waggling of the Eighties.

Not only is your joypad susceptible to serious damage, but your mind could flip from the horrid tunes: exactly the same ditties as in *Super James Pond 2*, but off-key.

Even the 'event' games have a limited lifespan, and the twist — the fact none of them actually takes place — just doesn't work. If you're dubious as to whether James should stray from his usual jump-and-shoot surroundings, take a look at this — you'll soon long for a platform packed with collectible items.

Forty-odd quid is a joke worse than any fish-related gag I can think of.

36%

Final analysis



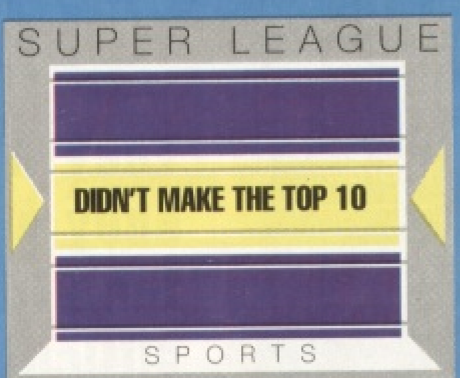
"*Track and Field* without any of the charisma and a really annoying soundtrack. Stay away!"

"Although James Pond games are famous for great gameplay, this is the exception to the rule."

"I don't like this at all. If you're a James Pond fan satisfy yourself with *Super James Pond.*"

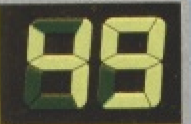
Final day score

FINISHED



With games like *Mario Kart* and *Striker* in the super league, this dismal effort doesn't stand a chance. Pond should stick to platformers.

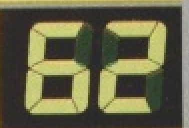
Sound



49

Minimal music, and sound effects which are neither special nor effective.

Graphics



62

Cute cartoon-style sprites, but the undetailed backgrounds lack variety.

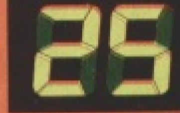
Playability



61

The Track and Field-style gameplay relies on how fast you can pummel the joypad rather than skill.

Lastability

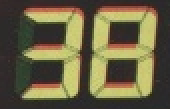


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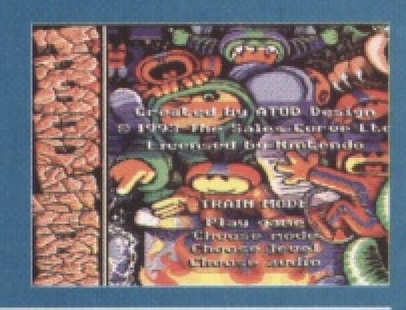
Despite the variety of events, you'll be hard-pressed to keep your eyes open.

Force factor

James worst game to date — this out-of-date sports game hasn't the depth to interest serious players.



38



Puzzle

Producer........ Storm
Supplier........ Storm

Price........ £39.99
Status........ Official UK release

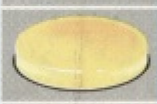
Players........ 2
Lives........ 1
Continues........ None
Extras........ Password system

What the makers say...

175 mind-bendingly addictive levels, three modes and the new SNES mouse option make this endless fun. Forget Lemings!

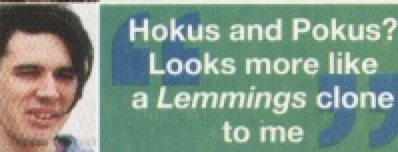
■Colin Brown

Controls

	Nothing
	Place/pick-up block
	Nothing
	Jump
 L	Nothing
 R	Nothing

First impression

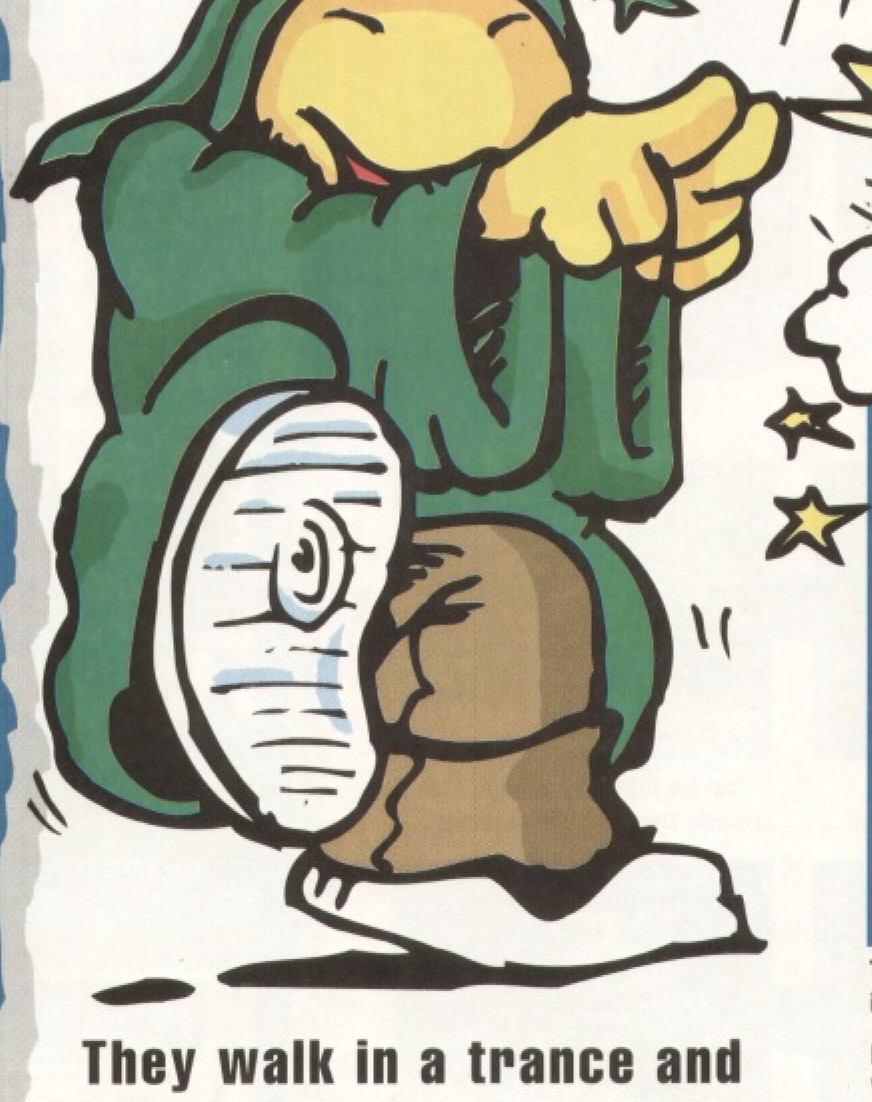

A serious challenger to *Lemmings*? It looks good but has it got the playability?


Hokus and Pokus? Looks more like a *Lemmings* clone to me

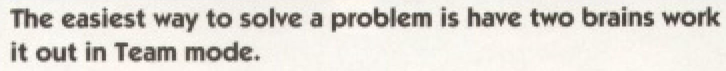
Where's the infuriatingly-addictive soundtrack?

First day score

Simon Level 19



Tro


The easiest way to solve a problem is have two brains work it out in Team mode.

They walk in a trance and obey every order, but even the SNES FORCE staff have difficulty walking on ceilings. Troddlers, however, can do just that...

In a storyline similar to Walt Disney's *Fantasia*, Hokus and Pokus are two mischievous novice magicians serving a powerful sorcerer, Divinus. But between magic lessons, instead of scrubbing floors and washing windows, the pair prefer to sneak off and read comics.

Fed up with their slacking, Divinus decides to create his own workers, and his spell-casting and incantations produce the ultimate servants: Troddlers, small creatures who work for ever unless told otherwise. But disaster, in the form of Hokus and Pokus, shatter Divinus's dream.

One day, while he's away from the castle, the apprentices stumble across a packet of Divinus's new invention — instant Troddlers, with 'just add water' inscribed on the label. Several buckets of water later the little blighters are trooping about all over the place. Worse still, Hokus and Pokus haven't read the small print: *'Under no circumstances should Troddlers go near a teleporter, lest they turn into zombies.'*

What happens next is predictable enough, and gameplay proper begins when an enraged Divinus orders Hokus and Pokus to follow the creatures into the teleport and retrieve them.

There are a whopping 175 levels although 75 of them are for the two-player game only.

Tread carefully

Warped into strange lands, the player takes control of either Hokus or Pokus (both are used in two-player mode), with the task of guiding the Troddlers to the nearest exit. But the Troddlers never stop walking, and that means anywhere — gravity has no effect on them, so they move up walls and along ceilings with ease.

The only magic on the player's side is the ability to conjure up and take away stone blocks, vital in reaching high platforms and forming bridges for the Troddlers. But blocks are not infinite, so careful use is vital, and positioning them is not as easy as it sounds: they can only be placed immediately adjacent to Hokus or Pokus.

The tasks to complete in each time-limited level are not always related to saving Troddlers, and several stages require you to collect diamonds. Hazards increase head-scratching; among the regular nuisances are the zombies, mutated by the teleporter, who'll cause havoc if they reach the exit, and can kill Hokus, Pokus and the sane Troddlers if you're not careful. Cannons, grinders and trick exits are also common. Fortunately, any lost energy can be partially replaced by picking up fruit, or fully replaced by collecting a heart.

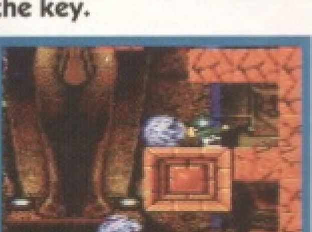
There are four modes of play, Solo, Teamwork, Practice or the self-indulgent War mode, where the players try to sabotage each other. And there are a whopping 175 levels, although 75 of them are two-player only. ■


Only by using blocks sparingly can you finish a level. If you misplace one, there's a simple answer — take it back!

ddlers



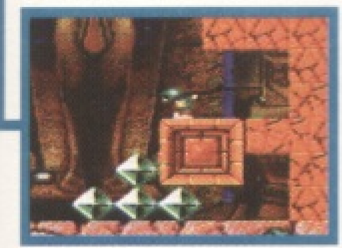
No diamonds in sight? Well, that boulder holds the key.



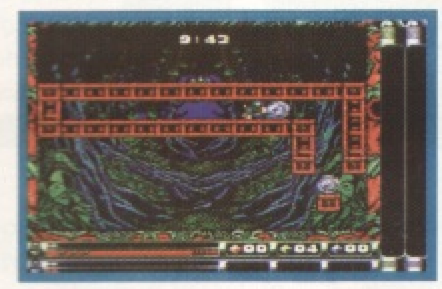
Grit your teeth and get pushing. There's a reason for all this hard labour.



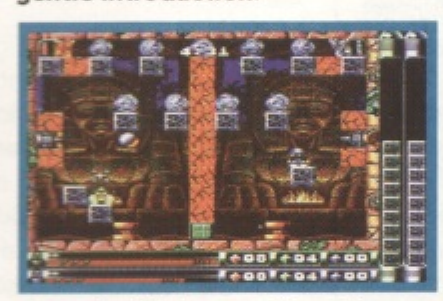
Never mind warning signs — just shove that boulder and…



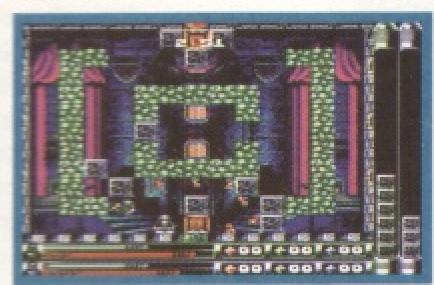
…a collection of diamonds appears, ripe for the picking.



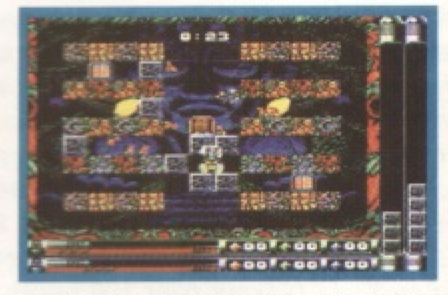
The first levels are designed as a gentle introduction.



Not only do big guns blast the apprentices, they destroy boulders.



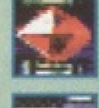
Some of the levels allow you to walk on the ceiling.



Keep your eyes closed all the time and you'll miss the free fruit.

Brain Box

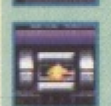
A selection of bonuses and hazards found along the way.



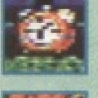
Diamonds: although different colours these precious gems are all worth the same points. Collect a set amount of each colour to complete a level. Sometimes need to be created by the player.



Grinder: chews Troddlers up if they walk past.

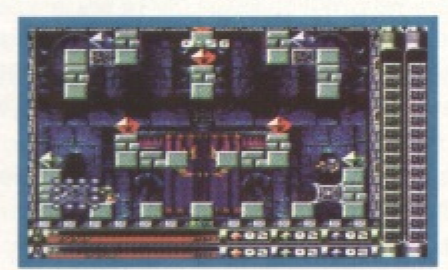


Flipper: flips Troddlers in the direction indicated.



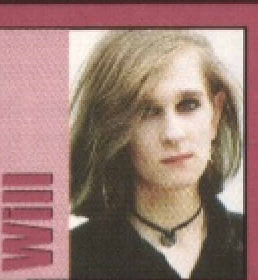
Clock: provides an extra minute to complete the mission.

Side Grinder: wall-mounted gadget to chop up Troddlers.



Diamonds are forever… in awkward places to reach.

'Lemmings revisited'



Will

This is virtually a scaled-down version of *Lemmings*. The levels are only one screen big, you can only perform one function (as opposed to ten) and the tunes aren't half as hilarious, making for less complicated strategy and less fun. But that's just the one-player game.

The two-player Teamwork and War modes add a dimension that… er, the other ones don't have. The War mode is a bit pointless, as you can drop blocks on your fellow players in Teamwork mode as well. Anyway, dropping Troddlers into meat-grinders can be just as much fun.

There is some variation from the medium levels onward, where new types of block are introduced and foes become more of a problem (and more frequent).

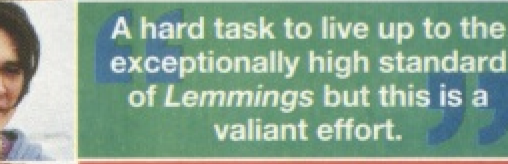
Graphics are nothing special, though suitably cute and fairly well shaded. The only time they catch attention is when a character falls asleep or starts shaking his head in a disapproving manner. Sound is also average, with the spot FX the best feature. The two-player modes are cool, but one-player is just a poor man's *Lemmings*.

63%

Final analysis



"The later levels are more challenging but not as enthralling as the all-action War mode."

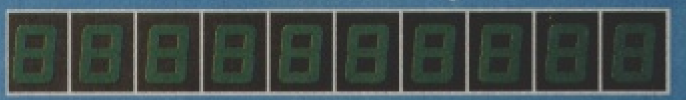


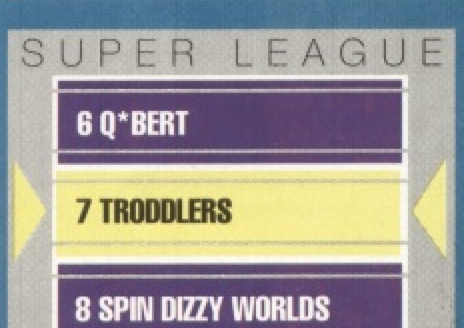
"A hard task to live up to the exceptionally high standard of *Lemmings* but this is a valiant effort."

"Not a bad game but there are a lot better puzzlers available. Definitely a try before you buy."

Final day score

Will — Completed Level 62





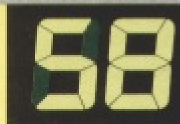
SUPER LEAGUE

6 Q*BERT
7 TRODDLERS
8 SPIN DIZZY WORLDS

PUZZLE

Although not up to the *Lemmings* standard, it has the edge over *Spin Dizzy* but the lack of one player interest puts it behind *Q*Bert*.

Sound 58



None of the jolly tunes that makes Lemmings such a joy to play.

Graphics 60



Basic blocky backgrounds though plenty of variation. Reasonable shading, but lacks a little polish.

Playability 70



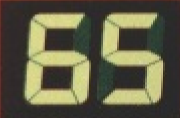
An entertaining and uncomplicated puzzler. Addictive and easy to get into — needs more variety.

Lastability 69

Tedious after a while, but a laugh in War mode. The 175 levels provide a stern challenge.

Force factor 65

An unoriginal but well-made puzzle game. Fun in two-player mode but a little limited for one.



Special Delivery

Amazed, enraged, flabbergasted, furious, irate or impressed? Whatever your feelings on anything in the Super Nintendo universe write and tell us...

Confused

First of all I would like to congratulate you on a brilliant magazine. Please could you answer these questions for me.

1. In one of my friends magazines it had a rumour that there will be a cartridge featuring *Super Mario Bros 1,2,3* and *Mario USA* on the SNES. Is this true?

2. When will the Super CD be released in the UK?

3. how much will the Super CD cost?

4. Which is better *B.O.B.* or *Alien 3*? Why do you think your choice is better, and which one would you advise me to get.

■ Garry Knotts, East Kilbride, Glasgow

1. You've learned a valuable lesson here Garry. If you want the facts — not the rumours — read SNES FORCE. In Issue Two we previewed *Super Mario All-Stars* — a four-in-one cart featuring redrawn versions of Mario's NES adventures. The game is released in the States in August and in the UK towards the end of '93. The US version costs $60 (approx £40) no confirmed price as yet for the UK version.

2/3. Officially, Nintendo has no plans to release a CD unit. They have made it quite clear they will only make the move to a CD-based system when all the potential of cartridge games is exhausted — which judging by the success of *SF2 Turbo* (a 20-meg cart!) won't be for a long time.

Unofficially, we've heard from inside sources that Nintendo are working on a 32-bit CD unit. When — and if — this will appear is unknown.

4. *Alien 3* has better graphics and sound plus tons of atmosphere, while *B.O.B.* is funnier and more light-hearted. Personally, I prefer *Alien 3* but check Directory Enquiries (or Issue One) and decide for yourself.

chris R

Officially the best

When I saw SNES FORCE on the shelf in the newsagent, it was screaming 'Buy Me' and though I normally by *Super Play*, I decided to give your first issue a try. I was really impressed. Here are my thoughts:

1. I like the feature on the Mario movie and the Sigourney Weaver interview. Instead of just all Super Nintendo things, you include features which have something to do with the games. I think the idea of having about four or five reviewers doing one game is good. The Super League is also a good idea and the news is excellent as well.

2. I think that some of the ratings are too high: *Street Fighter II* got 96%; *F-Zero* 92%; *Super Mario World* 95%! Although the mark for *Starfox*, 85%, was a good one because most magazines have gone over the top with that.

Also *Taz* was a little confusing as the first glances didn't match with the final rating of 86%

3. You explained about your policy of reviewing less games in more depth and I agree this is a better approach. *Super Play* do about half a page for some reviews — most of which are stupid rip offs of *Street Fighter II* and *Super Star Wars* which no one wants to read anyway. Which leads me to my last point...

4. Do you only review UK games? I understand you review US and Japanese games in Directory. Enquiries But the 8 games you reviewed were all official UK releases.

My congratulations on a great magazine. Good luck in the future.

■ Steven Skerry, Camberley, Surrey

You raise some very interesting points Steven. I think having five reviewers test each game ensures that you get a wide range of opinions. Let's face it, £40 is a lot of money to spend on a cart so you need to be sure you're getting a top quality game. If all five of us agree, you know you're onto a winner!

2. Each game rating is thought out over a four-week period and includes the opinions of five-professional reviewers. The games you mention are four of the top games of all time. We whole-heartedly believe they are worth their rating.

Full marks for spotting the *Taz* comments. I really like the game but other members of the team aren't as keen — that's the beauty of our system. Yes, the rating should have been lowered — as it is on all other reviews — to take into account the other three comments.

3/4. We are committed to reviewing official UK releases in the maximum amount of depth possible. I don't see the relevance of half-page reviews on games that may not even get released in this country. I'm sure you'll agree you'd rather read about UK PAL games than 'grey' imports that aren't compatible with the official UK Super Nintendo.

chris R

Rent-a-cart?

In my travels I have noticed that certain shops have been hiring out Sega games. When I owned a Sega Mega Drive (those dull and dreary days) I thought this was great, you could test games before buying them thus buying none of those many crud games.

Anyway, then I bought a Super Nintendo (yeh, wow) I searched to the end of the earth and could not find a shop which hired games for my machine.

When I discussed this with one of my many friends he told me that Nintendo will not let any shop hire their games out. So I thought, why the hell not?

Anyway, days after him telling me this I found a shop which hired me games for £2.50 a night and £7-£10 a week depending on the price of the game.

Could you please tell me whether it is legal to hire out Super Nintendo games.

Oh, yeh, your mag is ace!

■ Charles Barbosa, Ascot, Berkshire

Hiring out Nintendo games is 100% totally and utterly illegal. We spoke to Mike Hayes, Marketing Director of Nintendo UK, and asked him to explain why:

'Nintendo UK has no plans to introduce a rental scheme under the 1988 Copyright Act.

The first argument for rental is cost saving. We estimate that our video games give our players over 100 hours play. If a player rented a game for an evening of say, six hours' play for £3, in the end it would cost the player more to rent the game than it would to buy it in the first place, but he or she wouldn't have the benefit of actually owning the game.

The second argument is try before you buy. However we believe we give our players lots of opportunities to try the games through our 3,000 plus demonstration units in retailers up and down the country, specialist magazines like SNES FORCE, video games programmes on TV, Nintendo roadshows and events like the recent *Starwing* launch.

Finally, renting doesn't allow players to swop games, and swapping is one of the most popular ways of trying new ones out.'

So there you have it.

chris R

Super Mag

What a brilliant mag, the best yet. I love the Super League, the refreshing reviews and GB Force adds

a nice touch.

As SNES FORCE is a new mag will there be reviews and solutions on older games, and will there be a GB Force directory?

Keep up the good work

■ **L Robinson, Newcastle, Staffs**

There's plenty of scope for solutions to classic games — our three-part *Zelda* tips special is a perfect example. As far as tips go we're flexible. If you want us to tip a game just drop us a line. Meanwhile, you can catch up with all the older games in our Directory Enquiries.

I'm sure you'll agree that with only 8 pages of GB FORCE it makes much more sense to devote as much space as possible to the best new reviews.

chris R

Where's the boss?

I have a few questions;

1. Is there a code for *SFII*, to pick the boss characters?

2. In Issue One there's a cheat for *Robocop 3* on page 77. Where do you do it, and what button do you press to refill the energy metre?

3. Will *Dalek Attack* come out on the SNES?

■ **Anon, Liverpool.**

1. No. No such code exists. If you're really desperate to play the boss characters you can get an import copy of *SFII Turbo* though importers are charging around £120 for it. We recommend that you wait for an official UK version which will be available for a much more sensible price towards the end of the year.

2. At any time during a level, press [START] and then [SELECT] three times, and your energy goes back up.

3. No.

chris R

Questions, questions, questions

1. Does the Action Replay act as a convertor as well as a cheat cart?

2. If so does it run Star Fox?

3. In *SF II Turbo* can you do moves in mid-air?

4. Also in *SFII Turbo*, if you are playing as Vega how do you jump on the wall and dive if there is no wire in the background?

5. In *SFII Turbo* are there any new moves like Guile's knee thrust?

6. In the normal *SFII* if you play with the same character all the way through on level 7 you get a congratulations screen with 8 fighters in it. I've seen screen shots with all 12 fighters on it. How do you get this?

7. Will *Mortal Kombat* have all the special moves and finishing moves as on the Mega Drive?

8. Is the Super Advantage the best stick around?

9. Are there any Action Replay codes for *Mario Kart* and could you tell me them?

10. Do you have any idea of the release date of the Super CD?

11. Could you play American & Japanese games on it or will you have to use a convertor?

12. Will there be another *Mario* or *Zelda* game on it or the SNES?

13. I've heard that the *Zelda* games are coming out on Sega CD is this true?

■ **David Wray, N Ireland.**

1. Yes.

2. No, only a couple of converters can handle the SuperFX chip. The best solution is to buy the official UK PAL version *Starwing* — it's cheaper than an import version and there are no compatibility problems.

3. The special moves you can do in mid-air are Chun-li's Spinning Bird kick and Ryu and Ken's Hurricane kick.

4. Vega does a Chun-li-style jump off the far side wall of the screen, launching himself off-screen.

5. We'll have a feature on all the new moves in *Street Fighter II Turbo* next issue

6. You have to finish the entire game on level seven without losing a round. The only person I've seen do it is Simon — he makes us all sick!

7. Everything you need to know about *Mortal Kombat* is in our 7-page special starting on page 26. Take a look after you've finished reading Special Delivery.

8. The Super Advantage is pretty damn smart, and the new SN Programmable stick is cool if you like 'clicky' microswitched sticks.

9. We haven't received any codes for *Mario Kart* yet but as soon as we do they'll go straight into the code collection. In the men time if you're having problems check out Simon's complete solution in Issue Two.

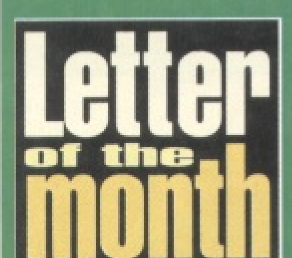
10. There is no official release date for the SNES CD or indeed any confirmation that one will appear.

11. As yet we have no official confirmation.

12. There are two new Mario games on the way, *Mario is Missing* (see review on page 58) and *Super Mario All Stars*. As for a new SNES Zelda game, nothing is planned., but that doesn't mean Nintendo aren't working on one!

13. Zelda games are coming out on the Phillips CDI system, but this is a machine totally separate from both Sega and Nintendo.

chris R



First of all, I would like to congratulate you on a most brilliant magazine! I'm not just saying this as an opening sentence, I really mean it! Your reviews are excellent and very detailed and the quality of screen shots is much higher than in any other mag. The competitions are amazing — you're offering great prizes and I hope you carry on like this!

Moving on to the main reason for my letter, I'd like to congratulate you especially on the review and articles on *Alien 3*. They're really interesting and told me everything about the game and films I love so much. Yes, I'm one of those! I'm an avid follower of the *Alien* trilogy. You're probably thinking 'this guys a fanatic!', and you may be right but I, personally think that Sigourney is one of the best actresses this planet has ever been blessed with and your interview with her was definitely the kind of thing that most computer mags are missing.

Most magazines just go on and on about computers, page after page, until eventually you reach the back cover. Having read these magazines you felt there is something missing and you feel slightly unsatisfied with what you have read. After reading your fab magazine I felt really happy and fulfilled.

I really hope you keep having interviews or articles on famous stars such as Sigourney Weaver in issues to come. It really puts the finishing touch to such an excellent SNES Force. You're now my favourite mag — and that's just after one issue!

Just before I go, could you please ask Will to send me a massive kiss please?

Well done again to everyone who put the fabulous magazine on the shelves!

■ **Hywel Reed, Wales**

Stop it, you're making us blush! Seriously, thanks a lot for writing in. SNES FORCE is a completely new type of magazine for Super Nintendo owners. Our philosophy is simple — to bring you the most in-depth and informed coverage — just take a look at the 7-page special on *Mortal Kombat* (page 26) to see what we mean.

I'm especially pleased you like our celebrity interviews. It's something no other magazine does and I agree it puts the 'finishing touch' on a review or preview. This month we continue our big-name interviews with Winona Ryder talking about *Dracula* and next month we've got something even bigger lined up — so zip over to page 68 and order your subscription before the prices go up.

I know it's an old cliché but this *really* is your magazine. If you've got any comments, ideas or suggestions please let us know.

As for a kiss from Will, I better let him answer that one...

chris R

...Grrrrr. I knew I'd get some enquiries as to my gender, but this is getting out of hand. Thus, I proclaim once and for all, I am MALE. A boy, man, the stronger, uglier, stupider sex. I've played rugby, drunk pints with the lads and once had a flat-top haircut. How many more macho things do I have to do?

Still, you can have a big kiss if you want...

will

Drawing the right conclusion

I recently bought a SNES with *Starwing* and I thought I'd buy a few mags. One of these mags was yours and it was by far the best, I loved the *Alien 3* special.

After reading it, I bought the game — your review was spot on. I have enclosed a drawing of *Bubsy*, a game which I hope to buy soon. Could you answer these questions for me?

1. What mark would you give *Super Star Wars* and *Turtles IV: Turtles in Time*?

2. What joypad/stick would you recommend?

3. What is the best racing game on the SNES?

Thanks for your help, brilliant first issue!

■ **Robert Townsend.**

Thanks for the compliments, Robert. I'm pleased you agreed with our *Aliens 3* review. Sorry, but we don't print reader art at the moment mainly because we aren't sure if readers want to give up valuable space to an art section.

However, we're always open to your suggestions and if you want an art section in the mag we'll do one. Let's put it to the vote. Write in and let us know what you think and we'll print the results next issue.

1. *Super Star Wars* gets 92% and *Turtles* 75%.

2. The Super Advantage and the SN programmable are two of the best joysticks around at the moment.

3. The one that gets played most in the office is *Mario Kart* but if you're after a serious racer, I'd go for *Nigel Mansell's F1* (see review on page 46)

chris R

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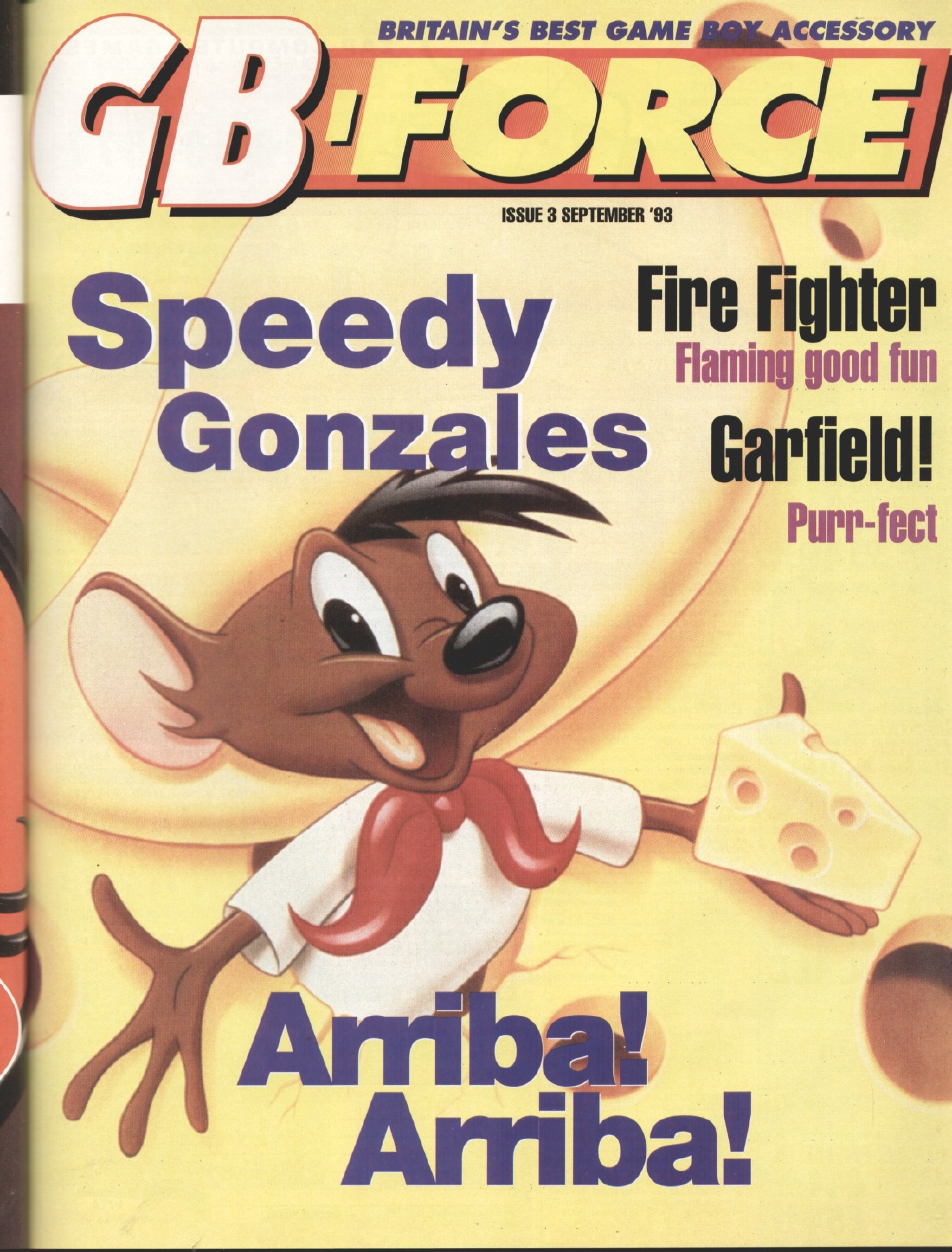
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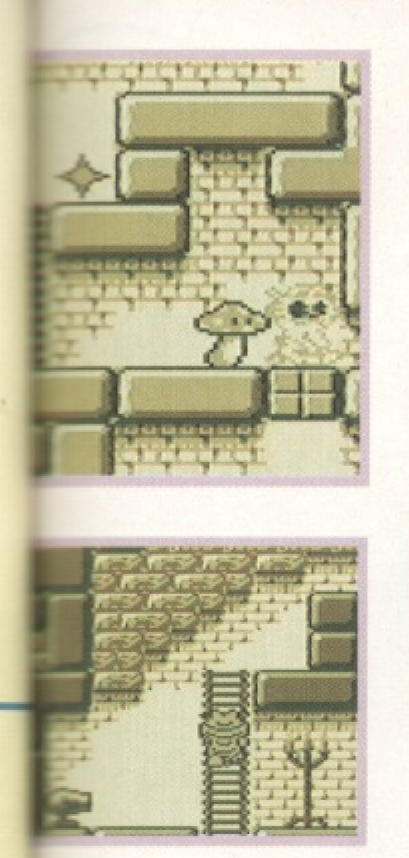
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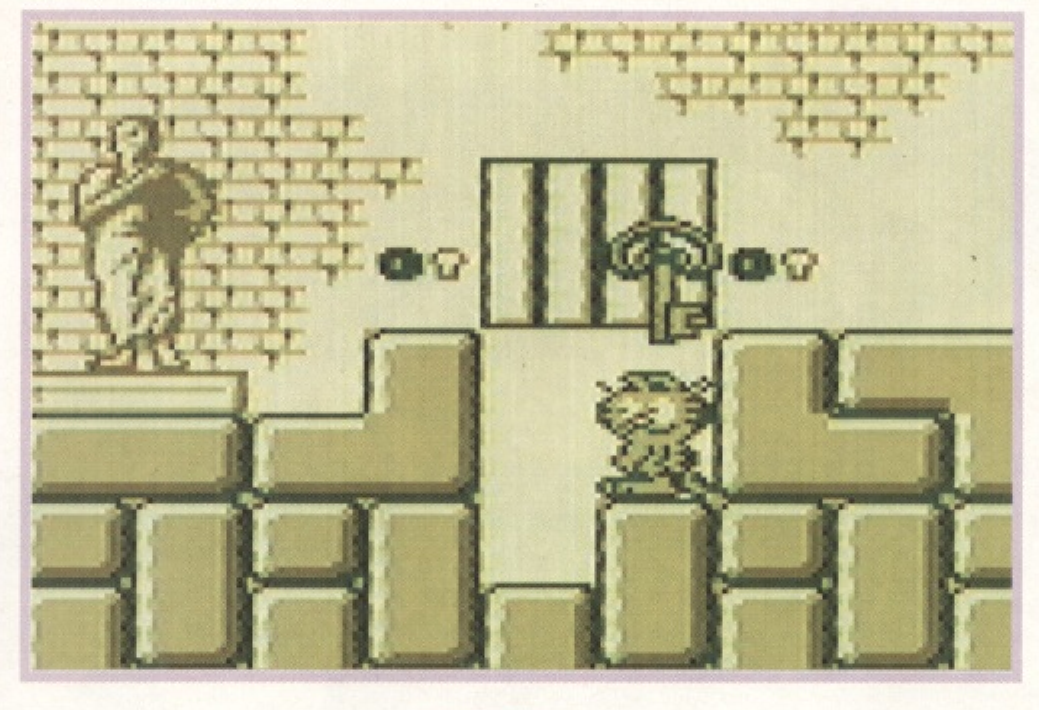
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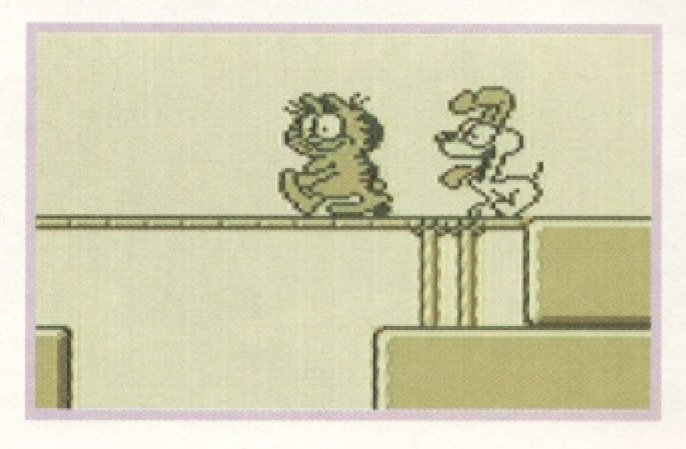
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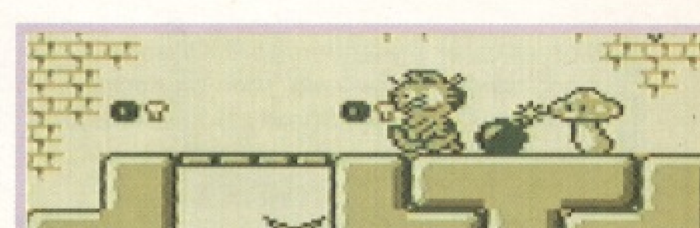
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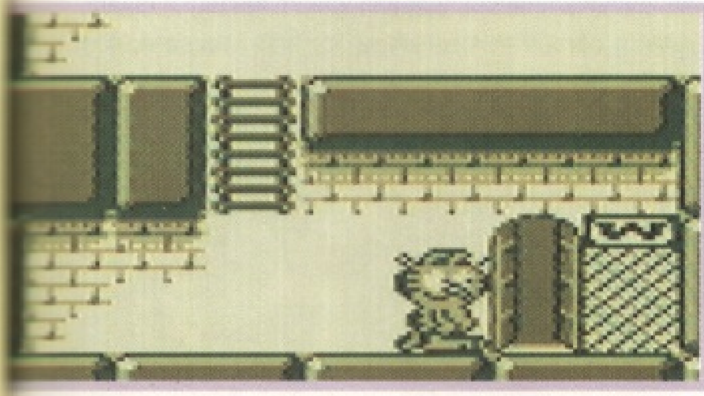




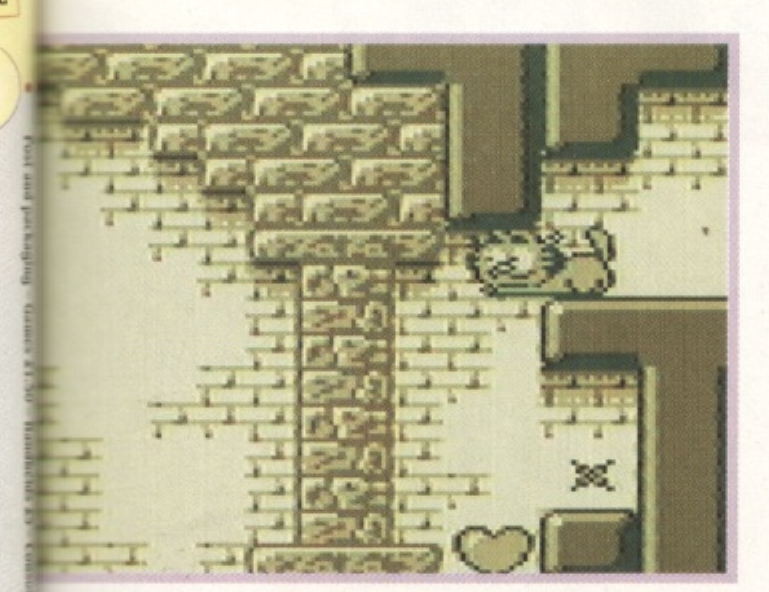


Garfield

Producer: Kemco **Release Date: September '93**







Everyone's heard of Garfield — the world's most laid back cat. Now the ginger tom Lasagne lover has slouched onto the Game Boy. The intro sequence sets the scene as Garfield and Odie the dog play hide-and-seek in some ancient ruins. Unfortunately Garfield's love of food causes him more than a few problems, and to cut a long story short — the podgy puss falls through some ruins and ends up trapped in an underground labyrinth.

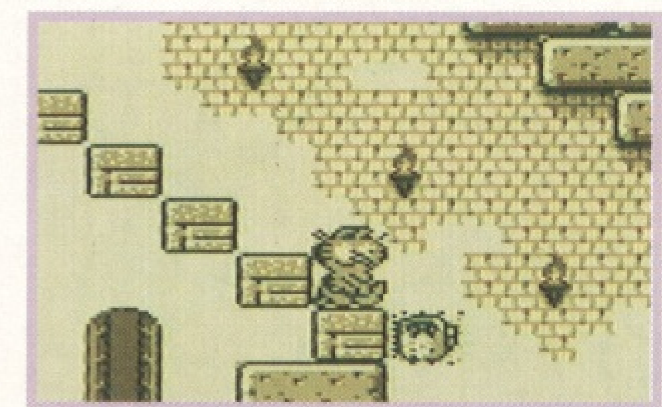
Now, dog's aren't known for their attention to detail and true to form Odie doesn't notice that Garfield has got himself into trouble.

The gameplay involves getting a hungry and hacked off Garfield out of the labyrinth in time for his early evening snack.

No food for thought

This probably isn't what die-hard fans would expect from a Garfield game — for a start, there's no food to be found anywhere (not unlike the barren fridge in the GB Force office).

Instead Garfield has to trundle along a maze of passages, dropping bombs — collected along the way — to kill any baddies stupid enough to walk into them.



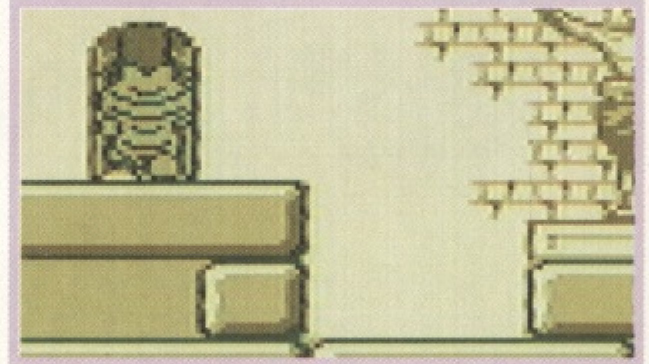
There's also a bit of handiwork involved, as Garfield has to drill through blocks to pick up hidden collectibles, including extra energy.

Good food doesn't hang around forever — so there's a time limit to deal with, as well as a wealth of enemies. As if things weren't traumatic enough for a hungry cat there are dozens of puzzles and traps to overcome. Complete the puzzles, collect enough stars to make a giant key and Garfield is ready to move on to the next maze packed level.

Collecting the stars is, predictably, a matter of wandering round the levels avoiding baddies and other assorted obstacles — but it can be fun.

To sum up, Garfield's first appearance on the Game Boy looks promising — but for the moment a better bet might be a nice big plate of lasagne.

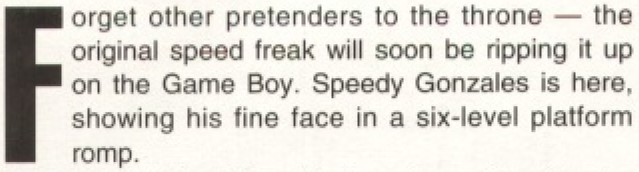






Producer: Sunsoft

Speedy

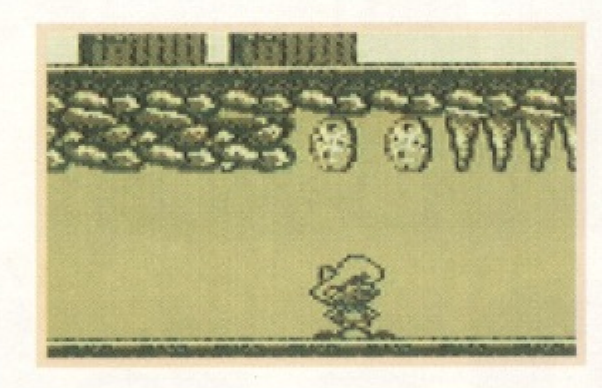


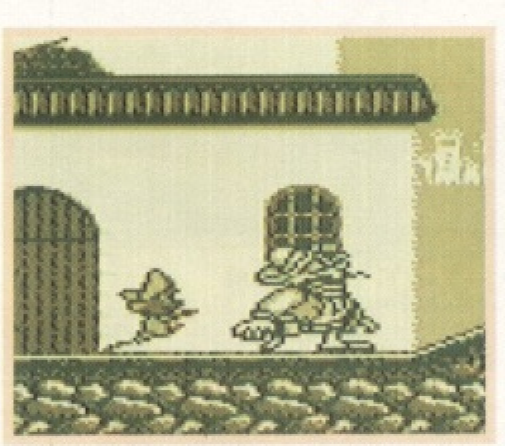
Forget other pretenders to the throne — the original speed freak will soon be ripping it up on the Game Boy. Speedy Gonzales is here, showing his fine face in a six-level platform romp.

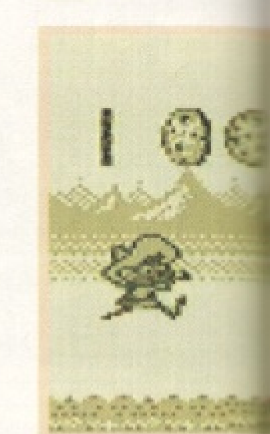
Speedy kicks off on the ice stage, full of — icy things — for our fast friend to collect or avoid. One of the most obscure parts of this level involves bouncy penguins! — simply leap onto one of them and Speedy is thrown up into the air. This is sometimes the only way to progress, as you can travel to higher platforms. Speedy also receives help from a friendly whale — without whom he would drown in the frigid waters.

Puzzle-solving plays an important part of the game. There are stages where it seems impossible









to get any further, but just experiment with a few of the signs you find lying around. These affect various things, such as switching fans on or off. They also act as returning points when you lose a life.

The next stage to host the young mouse is Mexico Town. Speedy returns to his home during his quest to free his friends from the nasty King Rat.

Spring in the air

Speedy can use springs that are dotted around to his advantage, leaping tall buildings in a single bound. Make sure that Speedy never comes into contact with fire, or even the smoke coming out of chimneys.

Before Speedy can zoom on to the forest level he must defeat Mexico's most feared bandit in a fight to the death.

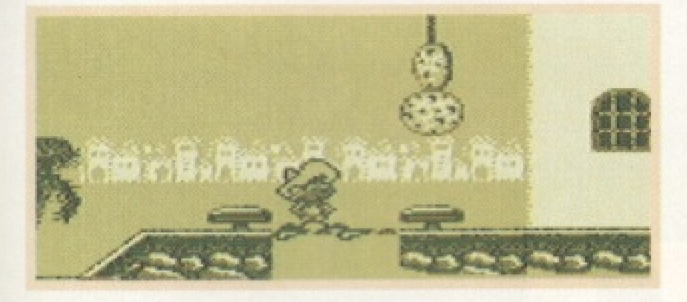
Then comes a Robin Hood level, where Speedy is free to roam around 'Sherrywood Forest'. This is one wood where the teddies aren't having a picnic. Speedy comes across alligators and mouse-eating

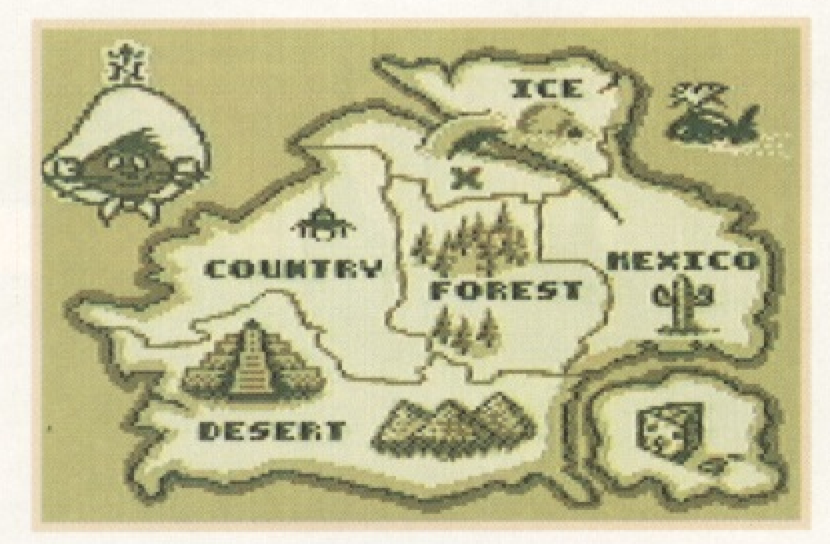
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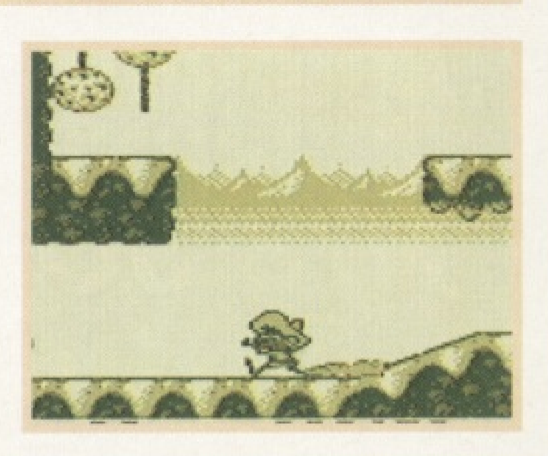
Release date: Late September '93

Gonzales









plants, but things aren't as bad as they first seem — there are platforms with arrows which act as conveyor belts, pushing Speedy in the right direction.

After three stages Speedy must square up to a huge gorilla in the middle of the jungle. Then it's time to move on to the sandy desert for lots of Sphinx-related action; this level features a few nice touches and yet more interesting puzzles for Speedy.

Next it's time to send a vulture on its way before zooming off to the open country level. Bees and ladybugs are deadly here and the fish bite! After this brief excursion Speedy can approach King Rat's stronghold, but he's got to find it first — hidden on Cheese Island. Finally, all that remains is to kill King Rat and Speedy's rodent relatives will be free again.





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They're fearless, they're heroic and they get to ride around in lorries with sirens. Now, the fire service are creating havoc on the Game Boy... someone call the police!

Producer: Mindscape **Release Date: September '93**

Fire Fighter



From terraced houses to train stations, buildings catch fire. If such an awful event happens the first men on the scene are the fire-fighters. The courageous crew quickly arrive, don heavy masks, save people and rush off to answer the next call. *Fire Fighters* gives you the opportunity to become such a hero and decide what burns and what doesn't.

It's spread over ten different buildings, in which you have to stop the fire before it turns into a raging inferno, and rescue young children trapped within the rooms.

The fires can be put out with a spray from your trusty hosepipe but an eye needs to be kept on the water meter which registers the supply — saturating everything in sight isn't the answer. To make matters worse, the buildings have of nasties that aimlessly walk into the fighter's path. He can only take so many hits before losing one of three lives. Fortunately, axes can picked up and thrown at any obstructions, creating a safe way past. Running out of water isn't so bad, either, as extra supplies can be picked up.

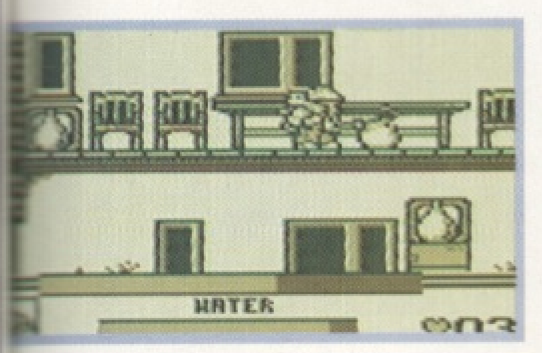
Come across a trapped child and you can pick it up, sling it over your shoulder and take it down to ground level and an awaiting ambulance. Later on, the kids can be thrown onto an outside trampoline from a top window, saving time (and providing a laugh into the bargain).

But a building can take only so much heat, recorded by a status bar, and if this reaches a critical level it's the end of the place and anyone that's still inside. The level decreases with every fire that's dowsed but rapidly builds up if any are left to blaze, so get saturating.

The levels in *Fire Fighter* are decent in size and graphically different in each building. But gameplay does remain very similar, and after you've soaked just about everything, tedium crawls its way in. This game doesn't have enough to distinguish itself — or should that be 'extinguish'?



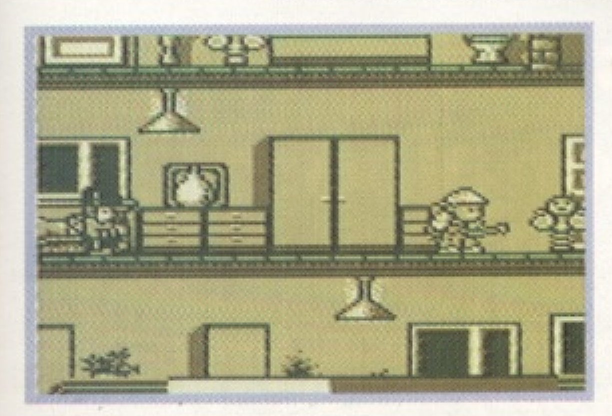
It's just another ordinary day for the lads at Camberwick Green — Pugh, Pugh, Barney McGrew and so on.



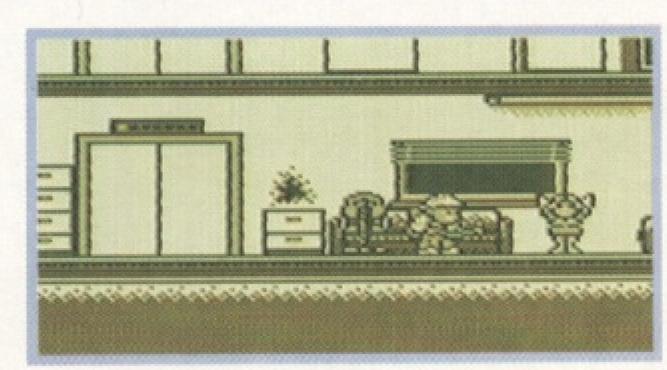
'My, it's cold,' pondered the fireman, 'maybe this wraparound child will keep off the chill.'



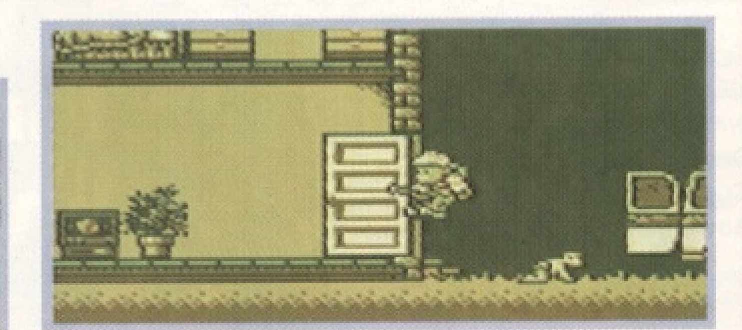
Put out the fires and get out quick. Keep an eye on your water meter, though — you don't want to run dry.



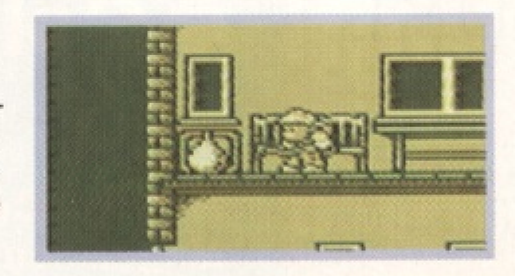
You've seen some mean foes before, but this is just ridiculous — a jack-in-the-box! Embed an axe in its skull and get going.



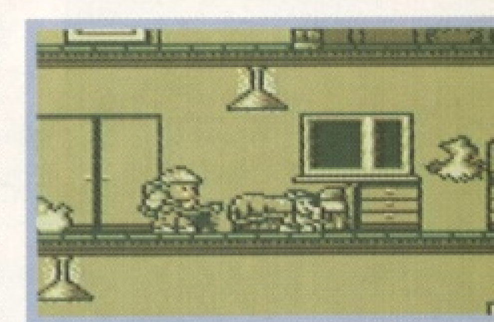
Oops, you've stumbled onto the set of a 999 reconstruction and they're none too pleased. 'But it looked so real,' you explain...



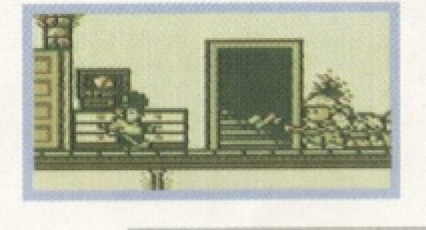
Sigh — even Steve McQueen didn't have to rescue scores of awkward kids. If only Robert Wagner would throw himself through a window...



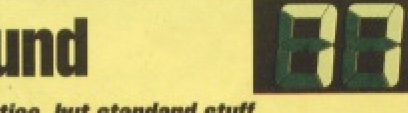
Uh oh, no more water... wait a minute. That collectible icon looks just like a fresh supply.



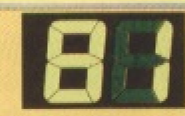
'If only I could remember Wellyphant's slogan,' mused the youngster as he lit another match and set fire to the carpet.



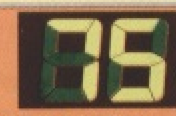
Even firemen need some form of escapism, and becoming an axe murderer is a popular choice.

Sound


Cool ditties, but standard stuff.

Graphics


Varied backdrops and some neat sprites.

Playability


Spraying all and sundry is hard to resist.

Lastability


A laugh at first, but becomes repetitive.

Force factor

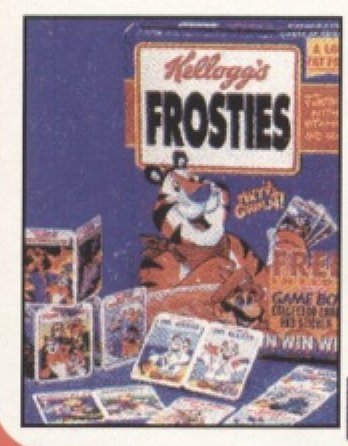
Worth a look, but don't expect to be playing it forever.



FROSTIES

Game Boy Giveaway — Grrrreat!







COMPETITION

GB FORCE teams up with Kelloggs to bring you a crunchy, sparkling, sugar-frosted yet nutritious compo!

Playing your Game Boy requires you to be in the peak of physical and mental fitness. Workouts, hand-eye coordination exercises, a nutritious breakfast.

Nutritious breakfast? In a secret, unofficial paper entitled Consoles and the Mind, scientists state that a strict diet must be followed to achieve your full potential on any machine. For Game Boy owners, it especially recommends low-fat, high-energy cereal to stimulate the cornea and make staring at that lcd so much easier, and a positive role model with which to identify. Cereals such as... Frosties! And a role model such as... Tony the Tiger!

And in reaction to this scientific revelation, Kelloggs (producers of many such fine cereals) have decided to give away, in each pack of Frosties, two of 24 Nintendo collector cards and one of 12 Nintendo stickers. What's more, the sticker doubles as a scratch card, with a circle which can be scratched off to reveal whether you've won one of 46,000 prizes — including Game Boys and T-shirts.

Kelloggs approached the experts responsible for the document because they wanted some extra 'research material', but the paper had already been printed, so where could they go to reach intelligent console gamers? Their favourite organ of the Nintendo scene, of course, our very own GB FORCE. And so we have 30 sets of special Kellogg's Frosties Nintendo prize packs up for grabs, including:

- **Dr Mario singing alarm clock**
- **Nintendo T-shirt**
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- **Badges**
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Competition entry form

1) The new Kelloggs Frostie slogan states that they are part of your what?
a) Nutritious Breakfast. ☐
b) Inner Psyche. ☐
c) Apple Crumble. ☐

2) Prehistoric tigers were which of the following?
a) Very cold. ☐
b) Very frightened. ☐
c) Sabre-toothed. ☐

3) Kelloggs Frosties are coated with:
a) Marmalade ☐
b) Sugar ☐
c) Milk chocolate ☐

4) Frosties (and indeed, all cereals) are usually eaten out of which of the following?
a) Doors. ☐
b) Cups. ☐
c) Bowls. ☐

If you don't wish to receive mail from other companies, please tick this box ☐

Don't forget that the editor's decision is final because he's mastered psychokinetics, and no correspondence will be entered into until he's solved astral thought projection (ie never).

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The Complete solution

This month we feature playing guides to *Zelda* and *Tiny Toons*, plus hundreds of hot cheats and codes. Use the index below to pinpoint the game of your choice.

Index...

Calling all games players! If you've got The Complete Solution to a hit SNES game, send it to us and you could earn big money.

We pay £50 for the best maps or solutions used. Please send tips to The Complete Solution, Impact Magazines, Ludlow, Shropshire SY8 1JW.

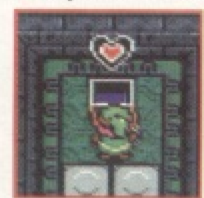
The legend of Zelda
A Link to the Past *Part Three*

Welcome to the final part of our The *Legend of Zelda* tips special. Find out how to boost dwindling energy — we reveal the location of all the extra hearts — and solve any last-minute headaches in our questions and answers forum.

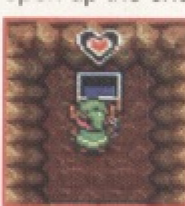
Where to find the extra hearts:



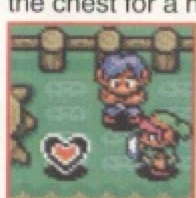
Piece 1 (Lost Woods)
Go to the fortune-teller's hut just north of Kakariko village and then enter the Lost Woods. Keep walking north until you reach a group of bushes in a 3x3 square. Chop away the centre bush and drop into the hole and you land next to a piece of heart.



Piece 2 (Thieves' Hideout)
Enter the Thieves' Hideout — it's the one at the north end of Kakariko village — and go downstairs. Now place a bomb next to the crack on the north wall. Walk through and open up the chest for a heart container.



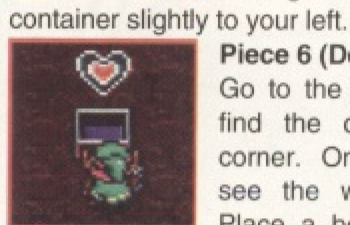
Piece 3 (Kakariko Village)
Walk to the well at the northeast corner of Kakariko village, and jump into it. Now place a bomb against the crack in the north wall, walk through the hole and open up the chest for a heart container.



Piece 4 (15-Second Game)
Walk to the house with the quarrelling brothers — it's southwest of Kakariko village — and place a bomb by the crack in the middle of the house. The brothers make up and you can exit through the left-hand door and talk to the woman about the 15-second game. Winning the game is quite easy; just don't forget to use the Pegasus shoes, as they let you run through the bushes and greatly speed up your progress. You can have as many goes as your cash supplies allow. After a bit of practice you should do the course in the allotted time and get the heart.



Piece 5 (Watergate)
Go into the Watergate in the swamp and pull the right-hand lever, to open the dam and lower the water levels in the swamp. Now go outside and you see the container slightly to your left.



Piece 6 (Desert of Mystery)
Go to the Desert of Mystery and find the cave in the northeast corner. Once inside you should see the wise old man Aginah. Place a bomb against the south

Small Tips

Street Fighter II Turbo

To boost the maximum turbo setting from four to a massive ten, simply input the Capcom cheat, which is Down, [R], Up, [L], [Y], [B], [X], [A] when the Capcom logo appears, and keep repeating it until the word 'turbo' flashes across the screen. If you have done this correctly you will be able to put the turbo settings right up to ten, which is totally unplayable but fun to watch.

You can also disable all the special moves in the game for the human player, making it much tougher to complete. To do this input the good old Down, [R], Up, [L], [Y], [B], [X], [A] cheat when the Capcom logo appears — as in the original game — and you should hear a ping.

Thanks to Jay and Dick from London who called us and gave these excellent codes — when the game had only been out a matter of days!

Alien 3

This excellent blaster received a well-deserved 92% in Issue One of SNES FORCE. Here are the codes for each level; thanks to everyone who sent them in.

Level 2 QUESTION
Level 3 MASTERED
Level 4 MOTORWAY
Level 5 CABINETS
Level 6 SQUIRREL
Level 7 OVERGAME

The Lost Vikings

wall and go through the hole. Open up the chest for a piece of heart.

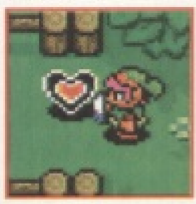




Piece 7 (Near Sanctuary)
Find the sanctuary and then go west and look for a pile of rocks, next to a large tree. The light-coloured stones are the ones you are looking for; use the charge attack to destroy them. Go down the stairs which are now revealed and open up the chest for a heart container.



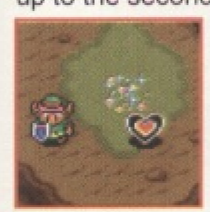
Piece 8 (Desert of Mystery)
Go into the Desert of Mystery and enter the Palace, then make your way to the western exit — you should be able to locate it easily if you use the map — and walk south. You find another heart container next to a perching vulture.



Piece 9 (Zora's Fall's)
Travel to Zora's Falls — it's in the northeasternmost area of the map — and if you haven't already bought the flippers get them now; they cost 500 rupees. Now swim south and drop down the first waterfall, then walk west just before you go over the second waterfall. The container is just up the grassy slope.

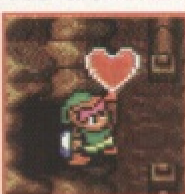


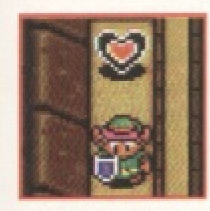
Piece 10 (Death Mountain)
Climb to the top of Death Mountain and walk to Spectacle Rock. You find a rock formation in front of Spectacle Rock; stand on the left side of the formation and drop down to the ledge below. Enter the cave and climb up to the second floor to find a heart container.



Piece 11 (Spectacle Rock)
Use the magical mirror to warp onto Spectacle Rock from the dark world; the container is on the right-hand side of the rock. Pick it up and the eleventh piece is yours.

Piece 12 (Lumberjack's House)
You aren't able to collect this piece of heart until you've defeated Agahnim in Hyrule Castle. Walk to the lumberjack's house — it's north of Karariko Village — where you find a tree with leaves that aren't coloured like the others. Use the dash attack to knock them off and walk down the stairs. Place a bomb by the east wall and go through to collect another heart container.

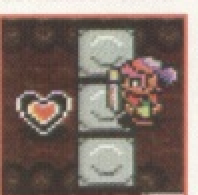




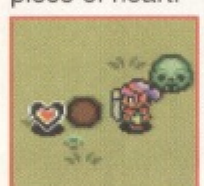
Piece 13 (Pyramid of Power)
From the top of the Pyramid of Power walk down the first level of stairs, then walk down the stairs on the left. Walk to the right and jump off the small ledge down to the next level. Walk east and then north to find the container.



Piece 14 (Lake Hylia)
You need to be in the dark world to get this piece. Go to the lake — it's in the southeast part of the map— and swim until you find a circle of stones. Swim into the centre of them and then warp to the light world using the magical mirror. You appear on a small island with a container on it.



Piece 15 (Near Haunted Grove)
Walk south from the Haunted Grove until you reach a circle of small bushes. Stand in the middle of them and use the magical mirror to warp back to the light world. You appear on a plateau; go into the cave and collect the piece of heart.



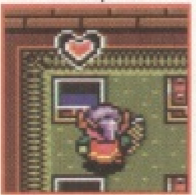
Piece 16 (Treasure Field)
This is quite a tough one to get as you need to try the game a few times before you find the heart. To find the field go south from the village of outcasts until you reach the house with the bow-and-arrows game, then walk west until you reach the field, then talk to the woman. The heart could be anywhere in the field so it's down to luck more than anything.



Piece 17 (Near Cemetery)
Find the cemetery in the dark world, then walk north until you reach the ledge. Stand on the ledge and warp back to the light world, then walk north into the cave, bomb through the north wall, walk through and get the piece of heart.

Piece 18 (Near Death Mountain)
Walk to the sign in the dark world which reads 'I'll give a piece of heart to the person who wears the cape' — this is found at the foot of Death Mountain, south of where the lumberjacks are in the light world. Now walk east and pick up the rock and go into the cave. Go north and climb up the second floor. Use the hookshot to cross the hole in the floor then use the magical cape to pass through the bumper. Walk outside and collect the heart.



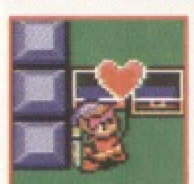


Piece 19 (Chest Game)
Walk to the hut in the village of outcasts with the chest above the door — it's to the left-hand side of the village — and enter. Now talk to the owner and play the game until you find the piece of heart. As with the treasure-field game it may take some time and money, so keep trying.

Piece 20 (Near the Smithy)
In the dark world find the smithy's house — it's in the same place as in the light world — and you notice a load of stakes just to the south. Knock all 22 of the stakes into the ground with the hammer, then the tree stump to the south disappeasr and reveals a hidden stairway. Go down the stairs and collect the heart.



Piece 21 (Near Misery Mire Maze)
Use the flute in the light world and fly to location 6, then use the warp tile under the heavy rock to go back to the dark world. Now walk north to the west 'mouth' entrance and go in. Walk down the stairs and open the chest for a heart container.



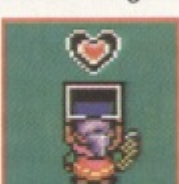
Piece 22 (Misery Mire)
Walk to the northeast corner of Misery Mire and use the magical mirror to warp back to the light world, then lift the large stone to reveal a cave entrance. Go into the cave and push the blocks to reach the heart piece.



Piece 23 (Death Mountain)
Go the Turtle Rock, walk left into the next screen and locate the large rock. Lift it up to reveal a secret entrance and then enter. Go into the cave and walk north; when you come to the invisible bridge use the Ether Medallion to see where it leads and cross over it. Once across bomb through the wall. Walk into the next room and bomb through the west wall, then walk west and south and you'll be outside. Use the magical mirror to warp to the light world and get the much-deserved heart container.



Piece 24 (Death Mountain)
Go into the Turtle Rock Dungeon and go down to floor B1. Use either of the exits to go outside onto the narrow ledge, then position yourself directly in front of the right-hand door and use the magical mirror to warp back to the light world. Enter the cave and defeat all the green Goriyas, then flatten the Moles with the hammer and go through the door to get the piece of heart.



Here is a quick guide to all of the most profitable and secret locations, including where you can find loads of rupees and how to carry more bombs...

Fountain of Happiness

The Fountain of Happiness is located on the island in lake Hylia so you will need the flippers to get there. When you are at the fountain and are asked whether or not you would like to throw anything in, throw in some rupees. This raises your happiness. When you have thrown in enough rupees a faerie appears and raises the number of bombs or arrows you can carry. You can do this as many times as you like but make sure you don't run out of rupees. You can finish the game without boosting any of your carrying abilities, although having extra bombs in

The Lost Vikings is an excellent puzzle game and fairly tough to complete. If you are having trouble getting the famous three home, use these passwords for every level of the game sent in by Gerald Slee of Swansea:

Star Base
1 STRT
2 GR8T
3 TLPT
4 GRND

Prehistoria
1 LLM0
2 FL0T
3 TRSS
4 PRHS
5 CVRN
6 BBLS
7 VLCN

Egypt
1 QCKS
2 PHR0
3 C1R0
4 SPKS
5 JMNN
6 TTRS

The Great Factory
1 JLLY
2 PLNG
3 BTRY
4 JNKR
5 CBLT
6 H0PP
7 SMRT
8 V8TR

Wacky World
1 NFL8
2 WKYY
3 CMB0
4 8BLL
5 TRDR
6 FNDR
7 FNTM
8 WRLR

Space Ship
1 TRPD
2 TFFF
3 RFGT
4 4RN4
5 MSTR

Bubsy the Bobcat

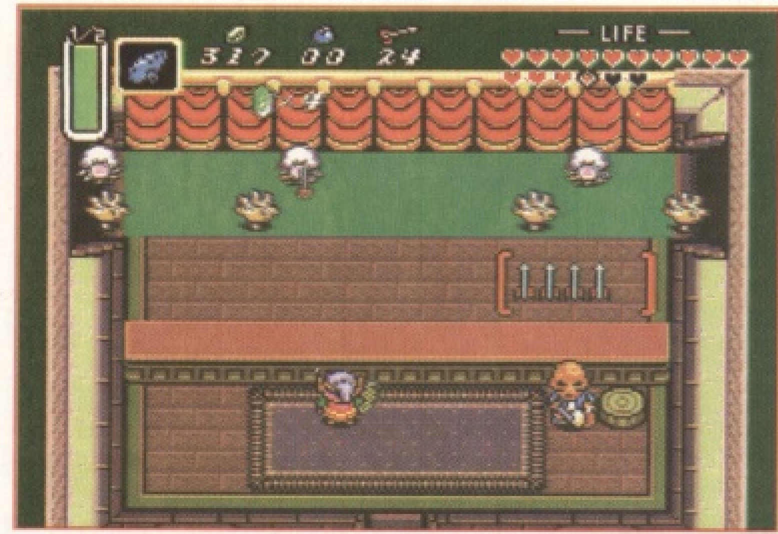
Here is the complete list of level codes for *Bubsy,*



particular is very helpful when you are exploring a new dungeon.

Shooting Gallery

This is the best location in the game for getting extra rupees. It is located in the dark world so you need to



be quite a way into the game to use it. Go to the village of outcasts, then walk south and before long you should reach it. It costs only 20 rupees to play and you can win a maximum of 124 rupees in one game; this is a gain of 104 rupees on just one go. Shoot at the octopus-like creatures at the back of the gallery — the best tactic is to wait for the large gap before shooting as you increase your chances of hitting the target dramitically. It may take a bit of practice to get your aim and timing right but when you do you can get loads of extra money, which really prove san advantage in the latter part of the game.

Smithy's Well

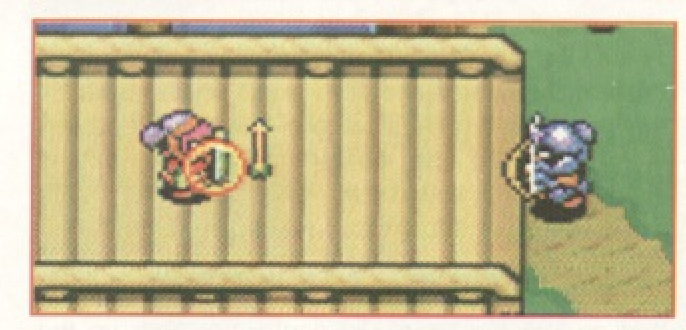
This is a very useful location in the game, although you will need to have the magical hammer and magical dust to use it. Go to the Smithy's house in the light world and use the hammer to knock the stake by the well shaft into the ground. This allows you to drop down it. When you are down there you see a strange red and green statue; sprinkle some of your magical dust on it to make a small creature appear. He reduces the amount of magical power you use by half. This proves very useful as you go further into the game, because more of the items require magical power to work.



Here's a guide to help you improve your fighting skills. Fighting is one of the key elements which must be mastered if you are to finish this huge adventure.

Using the Shield

The shield is usually forgot about — many players try to dodge shots rather than use the shield, even though using it is much easier and you don't run into other baddies while trying to dodge the fire. The shield can only be used when you are not using the sword. As you progress the shield you are carring can be powered-up and becomes an even better defence. The starting shield deflects arrows and small projectiles. The next best shield is the red shield, which deflects fireballs and other similar fire. The final shield is the very powerful mirror shield, which deflects any kind of projectile attack including the extremely powerful laser bolts.



The Spin Attack



This is a very useful attack and should be mastered as soon as possible. If you are approaching an area which has a number of smaller enemies in it, power-up the spin attack and when they all attack you it is much easier to kill them all in one go. The spin attack can also be used to good effect against the end-of-level bosses; it is much more powerful than a normal sword swing and therefore allows you to polish off a boss much faster.

Dash Attack

This is an excellent attack but can only be used when you have collected the Pegasus shoes. Hold down the attack button and you run forward with your sword drawn; baddies which get in your way will sustain some damage and may even be killed, as this form of attack is very powerful. It also lets you run through dangerous areas.



Finally, here are some Zelda questions and answers, with the tough points and apparent dead ends in the game made easy.

Q. I'm stuck in the Watergate Dungeon (dark world) looking for the crystal and can't seem to find the boss.

A. To find the boss you need the big treasure from this dungeon which is the hookshot — an excellent weapon which allows you to get over gaps which would normally be impossible. When you have this you should go out of the north door of the room which contains the big treasure chest. Then go through some more screens and before long come to what seems like a dead end with lot of waterfalls. The second waterfall from the right is the one you need to go through. Now you go through a few more screens, which should be no problem, and you reach the boss.



Q. How do I free the bird in the village square?

A. Find the flute which is buried in the northwest corner of the Haunted Grove, although you need to get the shovel first. You get the shovel by going to the Haunted Grove in the dark world and talking to the boy. When you have the flute play it at the bird in the square and you then have a quick way of getting around the map.

Q. I have the fire rod from the Haunted Forest palace (dark world) but then seem to have come to a dead end; what do I have to do?

thanks to Ankur Joshi of Berkshire.
Level 1 JSSCTS
Level 2 CKBGMM
Level 3 SCTWMN
Level 4 MKBRLN
Level 5 LBLNRD
Level 6 JMDKRK
Level 7 STGRTN
Level 8 SBBSCH
Level 9 DBKRRB
Level 10 MSFCTS
Level 11 KMGRBS
Level 12 SLJMBG
Level 13 TGRTVN
Level 14 CCLDSL
Level 15 BTCLMB
Level 16 STCJDH

Wayne's World

This is a pretty pathetic film licence, but if you are having trouble getting to the later levels, this little cheat will allow you to bring up the level-select.

On the spinning *Wayne's World* logo hold [X], [Y], [B], [L], and [R], and press Down and then Up. Thanks to Ankur Joshi (again) for this cheat.

Krusty's Super Fun House

On the code screen enter a space then JOSHUA. This will give you an infinite supply of lives and allow you to access the level-select.

Super Swiv

This is an excellent little trick sent in by John Thomas of Oxford. Press Select on the title screen to get the option of a two-player game, then on this option screen press Start and [A] at the same time. You can now start a one-player game in control of both vehicles! It may take a little time to get used to but it proves very useful, doubling your firepower.



A. **Find the skull face with the legs coming out of his mouth — it's in the northwest corner of the forests — then stand in front of it and use the fire rod. The protruding piece blows up revealing the entrance to the last part of the dungeon.**



Q. I can't find the boss in the Village of Outcasts Dungeon — where should I be looking?

A. Finding the boss of this dungeon is quite difficult. First you should go to the room directly above the boss room — use the map and compass to locate it — where there is light shining through the window onto a crack on the floor. Throw a bomb over the wall and blow a hole in the floor, letting the light shine through, then go down to the dungeon's cells and agree to take the maiden to safety. Lead her to the room where the boss should be and take her into the light; she then mutates into the boss.

Q. How can I get into the Ice Dungeon?

A. This does seem impossible to begin with but is really very simple. Go to the island in the light world — it's in Lake Hylia — and pick up the right-hand rock to reveal a warp tile. This takes you to the entrance of the Ice Dungeon. Make sure that you have the Fire Rod and Bombos Medallion first, though.

Q. How do I get into Turtle Rock?

A. Go to the broken bridge on Death Mountain and use the Hookshot to get over it. Once at Turtle Rock climb onto the mound with the stakes on it. Knock the stakes into the ground in the following order: right, middle, left. A warp tile will appear and you can go to the dark world. Once in the dark world use the Quake Medallion on the symbol to open up the dungeon entrance.



Q. I'm stuck in the dark palace. There is a large green statue and a dead end — what do I do?

A. Simple; fire an arrow at the statue's eye, and this opens the way forward. This sort of puzzle crops up quite a bit, so if you do reach a seemingly dead end try pushing or firing arrows at any surrounding statues.

Q. I keep warping to the dark world but whenever I get there I have turned into a small pink rabbit and can't pick things up or use magical weapons. What am I doing wrong?

A. You need to collect the Moon Pearl from the Tower of Hera, the castle on top of Death Mountain, where it's in the big treasure chest. This stops you turning into the rabbit.

Q. I can reach Ganon in the Pyramid of Power but can't seem to kill him. He turns blue when I use the sword on him but the arrows have no effect. What do I need to collect, or am I doing something wrong?



A. Where were you last month when we did a guide to all of the bosses in *Zelda*?! To defeat Ganon in the final battle you need the silver arrows, which are obtained from a magical pond in the Pyramid of Power. Buy a big bomb from the bomb shop and place it by the crack on the left-hand side of the pyramid. You are then able to go through and walk up to the magical pond. Throw in the normal arrows to get the silver ones. Now go use them on Ganon.

Q: Where can I find the second Dawaven blacksmith? I know he is in the Dark World, but where?

A: He's in the Dark World. Go to the area which would be the library in the Light World. There are three heavy stones and a frog-like creature trapped behind them. Take the creature to the blacksmith's house in the Light World and this reunites them. They offer to temper your sword, which makes it much more powerful.

Q: Where is the big treasure key in the Skull Palace dungeon?

A: This dungeon is split into three sections, each with its own entrance. The first section contains the big treasure chest — this isn't the one you want. Exiting the first section, walk north then turn west and you come to another entrance. Enter and you find the big key. Pick it up, go back to the big treasure chest and open it up to reveal the Firerod.

Q: I'm having trouble getting to the boss in the Ice Palace dungeon. I've found the big key and the treasure chest but can't get to the boss. There is a pressure pad on the floor which opens the door to the boss, but there's nothing to hold it down. What should I do?

A: This is a common problem. Backtrack through the dungeon to get to the room with the hole in the middle and the two blocks either side of it. If you have the coloured crystals set correctly, you are able to push off one of the blocks and it falls through onto the pressure pad, allowing you to meet the boss — who, by the way, is very easy.

That wraps up our *Zelda* guide. The first two parts can still be ordered by calling 051 357 1275.

Best of the Best

This password sent in by Mick Buttery of Portsmouth will give 99% in all of the departments of training. At the title screen press Start, and then move up to the options. Press Start again. Now highlight the password option and press Start again. You will see a load of numbers and letters in the top left-hand corner of the screen. Change them to: RHT255W37C.

Test Drive 2

When the game starts and you begin to race press the [L] and [R] buttons on the second controller. You will now be able to fine-tune just about everything on your car.

When you are driving along, pressing the [A] button on the second pad will cause your car to jump. Thanks to Ian Long of Manchester for that little tip.

Action Replay Codes

Zelda III

7EOB 9905
Arrows in the shooting gallery
7E04 B409
Time in the treasure field
7EF3 5402
Maximum lift power (golden glove)
7EF3 5601
Flippers
7EF3 5904
Best sword
7EF3 4101
Boomerang
7EF3 4201
Hookshot
7EF3 4301
7EF3 4401
Magic powder

Tiny Toons

Complete Solution

When it comes to graphics and gameplay there are not many games in the same league as *Tiny Toons*. This comprehensive guide takes you through every stage of the Konami classic

Level 1: Looniversity:

The first level is relatively easy and shouldn't cause to many problems. The main enemies are the Looniversity's rats. These rancid rodents





spring out from lockers and attack you in the corridors. A jump on the head sees them off.

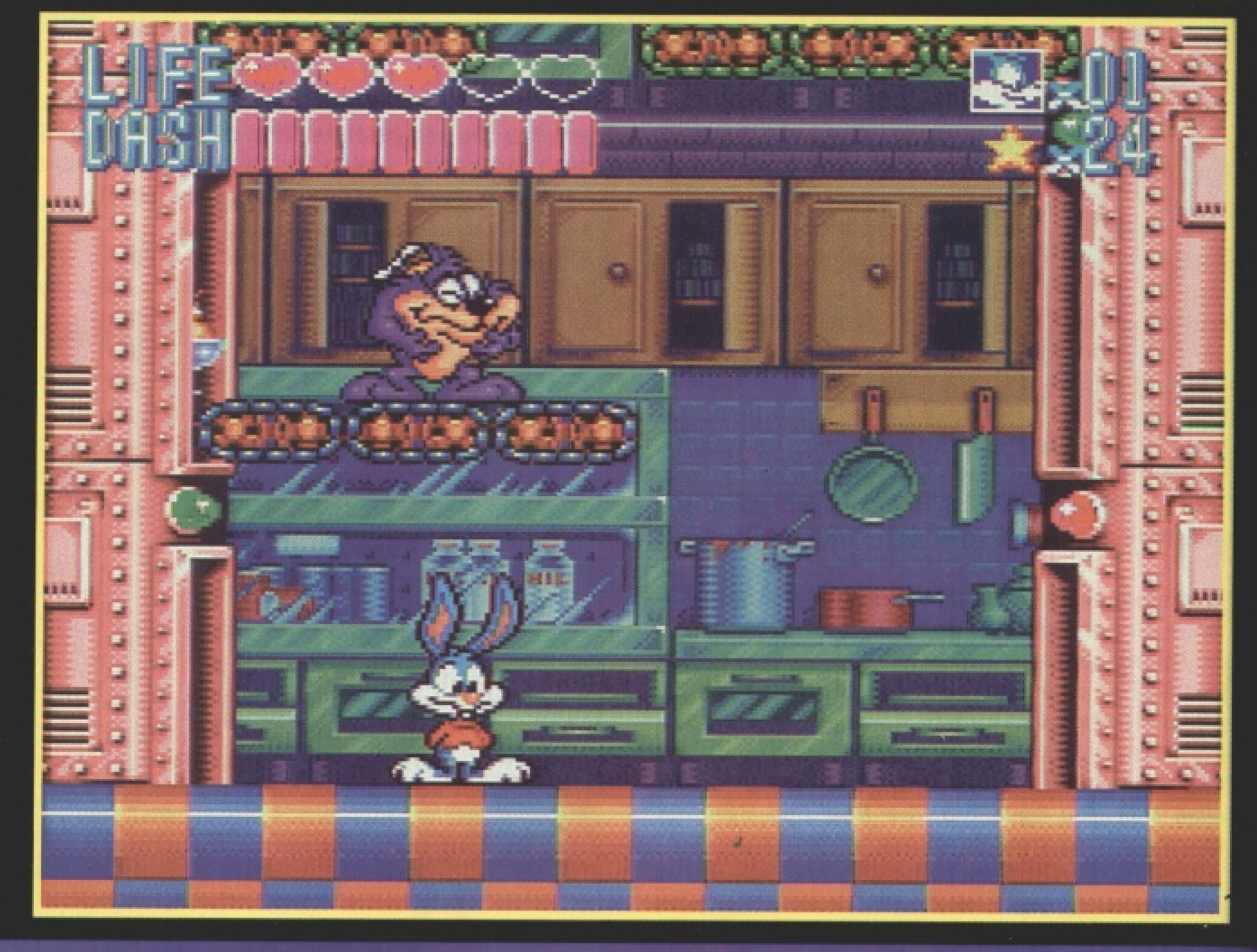
When reaching the library section, jump on the switches thus moving the bookcases close enough so you can to jump from one to the other and reach the top. Watch out for rats appearing from side shelves. Just before the end of the level you meet some rats on pogo sticks. They are harder to kill than normal rats so time your jump carefully.



Boss

The first end-of-level boss is a distant relative of Taz. You may think the object is to kill him with the jump attack — not so. Instead, feed him with the goodies on the level. When he stops spinning knock one of the cakes in to his mouth. The best way to do this is to stand under him and hit the platform above, hopefully knocking a tasty morsel in his direction. Repeat this five times, he becomes full and goes to sleep. Now you're off to Level Two!





7EF3 4501
Firerod
7EF3 4601
Icerod
7EF3 XX01
Keep adding one to 'XX' for the next item in the inventory box
Steven Lee, Ripley, Surrey

Street Fighter II

If you can't wait for *Street Fighter II Turbo*, try these SNES Action Replay codes.
7EOC 3680
Dhalsim's teleport (use Left and Right)
7EOD 9B6A
Ryu/Ken's air hurricane (use Down)
Paul Smith, Stourbridge, West Midlands

I have found an Action Replay code for *Pop 'n' Twinbee* on the SNES: just type in 7E1FF600 and exit the parameters screen, then turn the Action Replay on as soon as the Konami sign appears on the screen. Pick one or two players and you will both have infinite continues.
Matthew Sherratt, Halesowen, West Midlands

Pro Action Replay

Super Swiv (UK)

7E60 9AXX — infinite lives player 1
7E60 9CXX — infinite lives player 2

Tiny Toons (UK)

7E00 680X
Level-select — no more messing about with the passwords! Just deduct

Level 2: Wild West

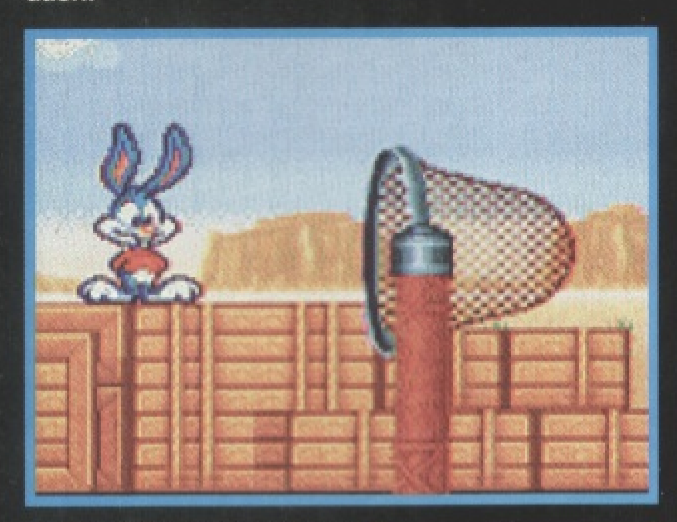
The second level is split into two parts. The first is the town and is very easy. Watch out for the



dogs running around the town. They move quite fast.and prove troublesome. Despatch them with a well-timed jump attack. Low flying bald eagles are also very tough to kill so just dodge them.

The second part of the level is set on a train. The aim is to make your way across it without being scrolled off the screen train.

The train's hanging nets try and pull you off. If you do get caught, the only way to escape is to dash.



Pass the nets and you reach a message saying run — do so. Again touching the back of the screen means death. Keep running, follow the on-screen prompts and you won't go far wrong.



The final section of the train ride is set over a collapsing bridge. As it begins to crumble jump from the carriage — use the dash to get enough speed. You appear back on the train and enter a tunnel. This section is relatively easy until you reach the jumping blocks. Leap across them until you reach safety. The key is timing and patience — so don't rush.



Bonus Bonanza

There are random bonus stages at the end of each level. This is a guide to all of them with tips on how to get the most lives out of each.

Sweetie: Weigh-in

Select five characters, the computer also chooses five. The two corresponding toons stand on the scales and the heaviest wins. Each victory gains you an extra life. Success is complete luck, though spreading out the heavier characters gives you a better chance of winning.



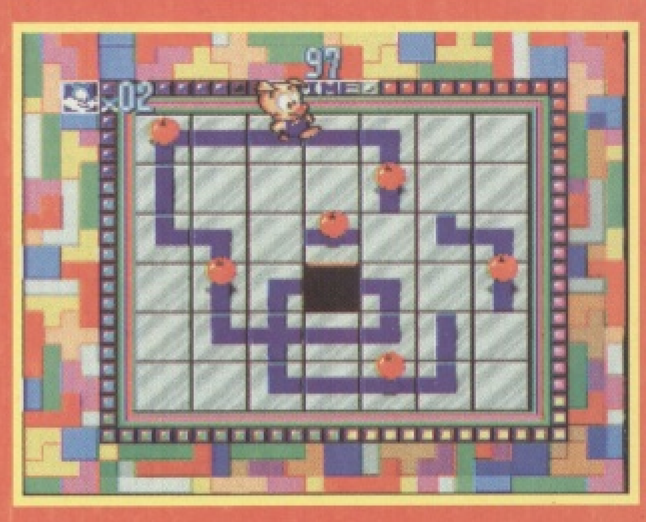
Babs Bunny: Rescue Mission

Buster's girlfriend runs around the maze freeing the trapped toons from their cells. Each rescued toon earns an extra life. Watch out for Elmyra who smothers you in hugs an kisses. Anticipate Elmyra's movements and stay ahead of her. This is an easy bonus round and a good chance to stock up on lives.



Hampton: Sliding Puzzle

This is tricky. Solve the puzzle before Hampton starts to stroll. The more blue lines connected, the more apples won — every apple is worth a life. Think quickly and plan ahead to get all the apples.



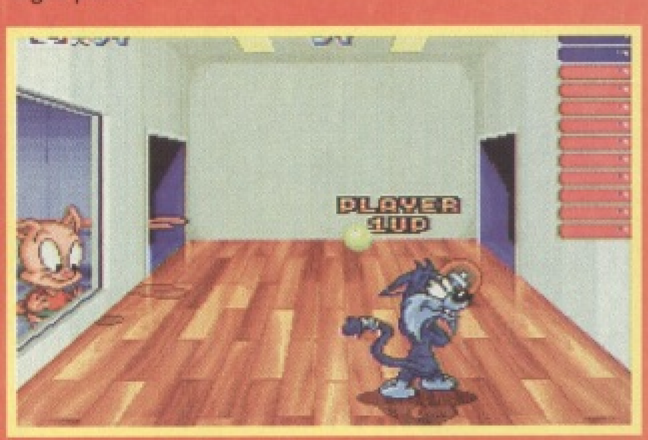
Plucky Duck: Bingo

Select six bingo faces and Plucky marks them on your card. A complete line wins an extra life. Faces appear at random so keep your fingers crosses and hope for the best.



Furrball: Squash

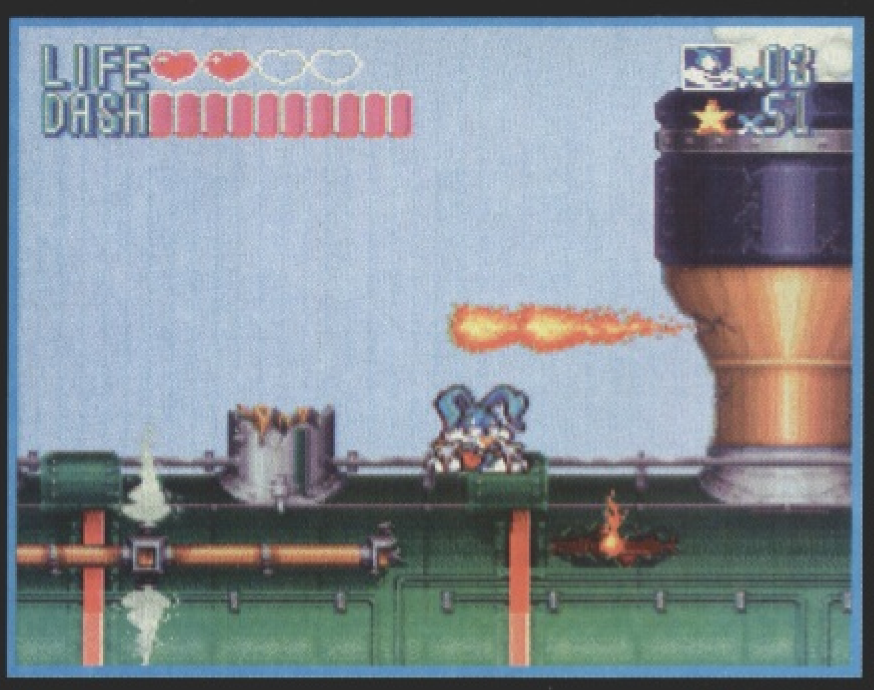
A fun level and an excellent chance to pick up loads of extra lives. The aim is to play as long a rally as possible. Every time the ball bounces off the back wall a light appears. Turn on all the lights to win a life. If you miss the ball all the lights go out and you have to start again. The key is anticipating the ball's flight path.



one from the level that you want.
7E00 OAXX
Varies the speed of the ball in Furball's squash
7E1A 06XX
Alters time in squash — keep switch active for infinite time.
7E1A 2C00
Infinite time for Hampton Pig (variable)
7E1A 023A
Infinite time for Babs (variable)
7E00 BOOO
Moonwalkin' Buster! He slides around. Change last two digits to make him go invisible when moving. If he gets hit, disactivate and then reactivate the switch.
7E00 6EXX
Choose number of continues
7E00 9COA
Gives maximum of ten bits of heart

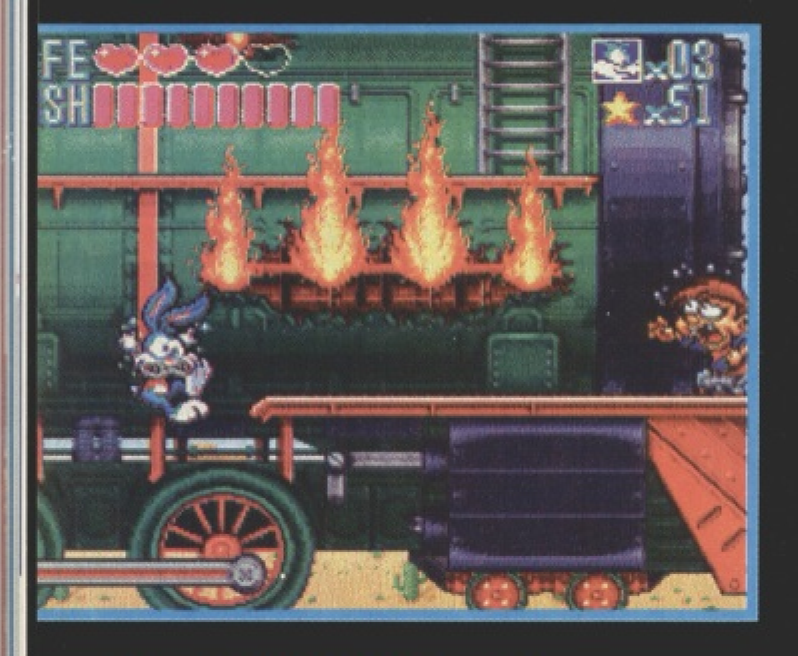
Pugsley's Scavenger Hunt

a. DDEDD76D
Start with one heart
b. DFEDD76D
Start with two hearts
c. DOEDD76D
Start with five hearts (only shows three)
d. C9CC44AD
Infinite hearts
e. DDEDD40D
Start with four lives
f. DBEDD40D
Start with 16 lives
g. 7DEDD40D
Start with 64 lives
h. DDB61FA7
Infinite lives
i. D9C9476D
Each dollar worth five
j. 49C9476D
Each dollar worth 25
k. DDBOC767
100 dollars brings no reward
l. D4BOC767
100 dollars gives two



Boss

Attack the giant engine that guards Level Two in stages. First, concentrate on destroying the funnel with your jumping attack, dodging the fire it blasts out. Make your way down avoiding the steam jets firing out of the engine. When you reach the bottom of the engine you finally catch up with Montana Max . You're now ready for Level Three.



Level 3: Ghost House:

This level is set in a spooky ghost house belonging to an evil, mad scientist. The ghosts are the first hazard you come up against. They float around in singles or, more often then not, in groups. The best bet is to kill them using the jump attack as they are very difficult to dodge if you have a large





group following.

The vampire bats take two hits to kill but are difficult to hit as they alternate between bat and vampire very quickly. Don't try and avoid the vampire as he is very fast. Instead, take extra time, get in close and finish him off.

Boss

The object is not to kill the monster but to destroy the monster's machine which the evil scientist is operating. The secret is kicking the metal bolts the monster throws at you, back at the machine thus slowly cracking it into pieces. It may take some time to get the timing right but it's the only way to demolish the machine. Watch out for light bulbs thrown by the monster as they drain energy.



Level 4: American Football

This American football level, is one of the most original stages ever. The object is simply to score a touch-down. You get four attempts to move the ball four yards — fail to make it and you lose a life. Choose between a running or passing play to gain the required first down.



Running is the easier of the two options. For best results keep moving — jumping and sliding makes it much harder for the opposition to tackle you.



Passing is slightly more difficult: a cross appears where the ball is about to land and you have to get Buster to this spot as it arrives. Getting to know the



extra lives
m. 3BA537D4 & D9A53704
Jump higher
n. 3BA537D4 & D5A53704
Jump a lot higher
o. 3BA537D4 & DBA53704
Jump even higher

Game Genie Codes

Best of the Best

a. 828DD409
Infinite special moves
b. DEC36D69
Start with one special move
c. D6C36D69
Start with eight special moves
d. BAC36F69
No special moves for player 2
e. D4C30DAD
Player 1 can play with any boxer (no special moves)
f. DCC30FDD
Less strength
g. DCC30FOD
Less resistance
h. DCC30F6D
Less reflexes
i. 74C30FDD
More strength
j. 74C30FOD
More resistance
k. 74C30F6D
More reflexes
l. D68FAD65
Almost infinite energy

More level codes

B.O.B (UK version)

Anybody who's familiar with this stunning space-based platform shoot-'em -up will know it's not only one of the

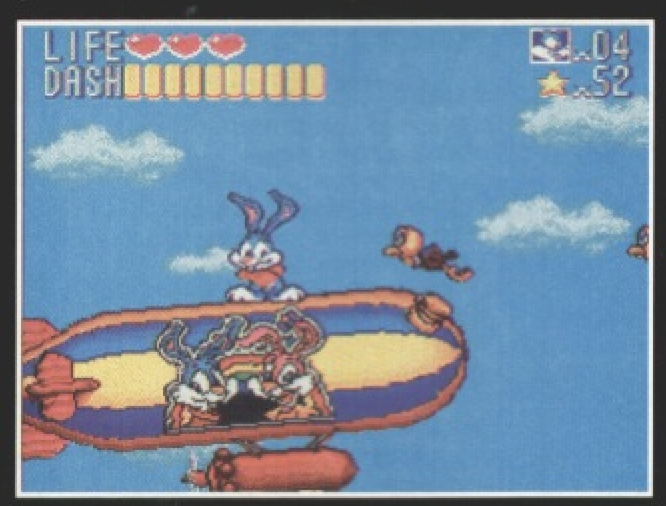
timing of the running pattern takes practice so keep trying.

There is no boss on this level. Score the touch-down and you're automatically whisked off to the next stage.



Level 5: Sky

Accurate and fast jumping is the key to conquering this level. The bubbles on the first section disappear quickly so don't hang around too much. When you've climbed high enough you move on to an airship and have to contend



with a bald eagles trying to knock you off. The best thing to do is kill them as soon as they come into range. If you can't kill them quickly, duck.

Before long the balloon pops, a bird catches you and takes you to the next section — the Pinball area. Here the aim is to move up the table



collecting the coloured balls. Gathering them all releases a trap door allowing you to escape.

The final, vertically-scrolling, section is very tricky. The background keeps moving and falling of the bottom of the screen loses a life. The key to success is using the dash technique and jumping at the right time. It may take a little practice but complete it and you're off to the next level.



Level 6: Space

Space, the final front ear — and for Buster this is *the* definitive challenge. The beginning of the level is set in a hanger bay. Buster's first goal is to get into the giant space ship. To do this you need the key hidden in the top left of the level.



Now go to the green keyhole a few platforms down, duck to use the key and enter.

The second part of the level features a continually left-right scrolling screen — keep up with it or lose a life. One extra hazard is the enemy battle ships firing huge bombs. Unless you hide behind the shield provided you lose a heart.



Complete this to go onto another small section where you use the dash technique to run up a pit. Watch out for enemies springing out at you and keep an eye out for buttons on the side.



Red ones restore dash power while others drop an oil drum on your head, taking you down to the bottom of the pit and robbing a heart. After a trouble-free, left-right section you finally meet the last boss.

Boss

This is it, the final boss. When the battle starts, he jumps onto one end of the gun and as it rotates he tries to blast you with it. The trick is to knock him off with a well-timed jump attack.



Manage this, he bounces around the level and the gun keeps rotating and firing. Although *you* can dodge the blasts, he gets hit a couple of times before jumping back on the gun. Now simply repeat the process until he's dead.



Congratulations! You've completed the game. Watch the credits roll by and savour those great Konami graphics.

most playable, but also one of the toughest, games around . Fret not though, make your dream date with the gorgeous androidette and pacify pops by using the 48 level codes below...

Level 1	530237
Level 2	462893
Level 3	905781
Level 4	583721
Level 5	370439
Level 6	633059
Level 7	960379
Level 8	683349
Level 9	110674
Level 10	853268
Level 11	950745
Level 12	923571
Level 13	570836
Level 14	103495
Level 15	481376
Level 16	713852
Level 17	171058
Level 18	743690
Level 19	901588
Level 20	574471
Level 21	671255
Level 22	103928
Level 23	481773
Level 24	144895
Level 25	361497
Level 26	574132
Level 27	711984
Level 28	775895
Level 29	361687
Level 30	704526
Level 31	472149
Level 32	775092
Level 33	652074
Level 34	614906
Level 35	862341
Level 36	605237
Level 37	072251
Level 38	635184
Level 39	272578
Level 40	605463
Level 41	672451
Level 42	575381
Level 43	752790
Level 44	265648
Level 45	302653
Level 46	845527
Level 47	382975

This code is for the last level: 426081

J.W van Hout, Holland ■

The

Guide

The Guide is... every tip and code you've ever needed, *the* complete games directory, *the* place to buy, sell or swap games. For more information call 0584 875851.

The Code Collection

With masses of cheats and codes for over 120 games, the Code Collection is the most comprehensive tips guide ever. English, USA or Japanese, Action Replay or Super Game Genie, we've got them all.

Actraiser (US version)

7E001D08: Unlimited energy if playing from the start of the game

Actraiser

If you've finished this great game in regular mode, try a more difficult setting. Go to the title screen and move the game icon below New Game. The word 'professional' appears, enabling you to play in arcade mode.

Another handy tip is to cause an earthquake in Kassandra after the pyramid has risen. During the rebuilding of the city, the inhabitants find a yellow heart. This increases your number of hearts during the action scenes.

Addams Family: Pugsley's Scavenger Hunt

Take control of podgy Pugsley in the Addams mansion:
7E009503: Infinite energy

Adventure Island

Wait for the intro to start and press [START] for the title screen. Now press [R], [R], [X] and [START] for a level-select.

Alien vs. Predator

For all the hype, this game's a bit of a letdown in gameplay. If you're finding it tough going, try this stage-select cheat. When the title screen is up, select 'CONFIG' and open the option menu. Keeping [L], [R], [X] and [A] pressed on controller two, press [START] on controller one.

Assault Suit Valken

On the title screen hold down [L], [R] and [UP] and press [START] for infinite continues.

Augusta Golf

Augusta is a tricky course for even the most seasoned of professionals. We can't improve your swing but we can make life easier with four choice codes: L3FHPOZNGW, NXDSF3JNXF, 05TCT1SQ4B, GREBZUVSME

Axelay

To become invincible, start as normal, and press [PAUSE] then [UNPAUSE]. Wait a second, then [PAUSE], [SELECT], [UP], [DOWN], [LEFT] and [RIGHT], [Y], [B], [A], [X], [UNPAUSE]. The lives display is replaced with 'MUTEK' at the top of the screen, confirming that the cheat's been successful.

Bart's Nightmare

7E013D02: Unlimited bubblegum
Guide the pointy-yellow-headed one through his own mind:
7E013D02: Unlimited bubblegum
7E093803: Infinite lives
7E013705: Infinite melon seeds

Batman Returns

If Cat Woman, The Penguin and the Circus Gang have you at their mercy, ease the load by cranking up Batman to nine lives! Just punch in the word famous Konami command on controller 2 at the Option Mode menu: [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B], and [A}. You can now jack up the number of lives (REST) to 9!
7E008C03: Infinite lives
7E008A63: Infinite energy

Best of the Best

Use this beat-'em-up's great moves to the full with:
7E0221FF: Infinite energy

Bubsy Bobcat

These are the level codes for *Bubsy the Bobcat*:
Level 1-1: JSSCTS
Level 1-2: CKBGMM

Castlevania IV

7E13 F410: Infinite energy
7E13 F050: Infinite time
7E007C03: Infinite lives
7E13F214: Unlimited extra weapons
Before climbing the steps to meet Dracula, jump across onto the clouds and walk to the far left-hand side of the screen. You get 99 hearts, morning star, triple shot and boomerang.



Cool World

7E021B03: Infinite lives

Contra III: The Alien Wars

7E1F8C01: Bombs player one
7E1FCC02: Bombs player two
7E1F 8A63: Infinite lives (player one)
7E1F CA63: Infinite lives (player two)
7E1F 8CO2: Infinite bombs (player one)
7E1F CCO2: Infinite bombs (player two)

Darius Twin

To get 49 ships, press [L] and [R] on the second joypad then [SELECT] and [START] on the first. See if that helps!

Desert Strike

If you're having trouble making your way through this tough strategy sim try these codes:
Level 2: 3ZLHZTN
Level 3: 93ZHBRH
Level 4: W8PP97Z
Level 5: W4WSP37

Dimension Force

The new magazine from Impact (only kidding):
7E021504: Infinite lives
7E020F0C: Full power. For other options, use B instead of C.

Dinosaurs

Dinosaurs (on platforms):
7E17310X: Gives player one [X] amount of lives each time Action Replay is enabled.
7E16ED05: Maximum energy for dinosaur when Action Replay is enabled. Use both the codes for invulnerability.
7E176305: Gives human player full energy. Use with the above codes for invulnerability.
7E0DF063: Sets time at 63 seconds when Action Replay is enabled.
7E1F8CXX: Gives player XX eggs when Action Replay is enabled.

Double Dragon III

SZVUPAAX: Protection for Billy, Jimmy and Chris
GVEPXGGI:Extra energy for Billy and Jimmy
GVEOXK2G: Extra energy for Kanzoli
ZXEPXGGS: Less energy for Billy and Jimmy
IXEOXKZG: Less energy for Kanzoli
ZUEONGGT: Less energy for Chris
GZXUPUVS: Infinite special weapons for all
GOOPKGIA: More special weapons for Billy, Jimmy and Chris
AXOPKGIE: As above, but start with 40 special weapons
AXOONGGO: Start with 40 special weapons for Kanzoli
OZULGASX: More powerful punch,weapon and high kick

Dragon Ball 2

This cheat for playing the same character in this Japanese Super Famicom game was sent in by *Joseph Lee* of *Middlewich*.
Hold down all the buttons on joypad one ([L], [R], [Y], [B], [X], [A]) after the speech has finished. Now make a circular movement on the joypad; you should hear a ringing noise indicating that you have activated the cheat.

If you keep the buttons held down and repeat the circular movement you can access five more characters. Listen for the speech telling you that the cheat is working.

Dragon's Lair

7E0FF903: Infinite energy

Exhaust Heat II

This screaming hot F1 racer comes packed with a half dozen handy cheats. Grab controller 2, flip on the game and in the short while the Notice screen is showing, quickly hammer in these codes.

Rank Select
If you're not inclined to fight your way up from Class C to F1, try this cheat and pick any rank and machine. [UP], [DOWN], [LEFT], [RIGHT], [X], [B], [Y], [A], [A], [A], [A], [A], [A], [A] and [A]. After selecting your machine, you can even save at the menu Screen so you can start playing with F1 aces in a top class machine from the start.

F1 Course Select
For this trick, you have to have F1 data saved. (No problem!). Just use the above cheat, reset and try this code.) While the Notice Screen is up, hammer in [A] four times and [B] fourteen times.

Shoot for individual course time records! [UP], [X], [RIGHT], [Y], [DOWN], [B], [LEFT], [A] and [A]. You get the choice of any machine so you should be able to put some decent numbers.

Sound Test Mode
Check out the cool sound effects and rockin' tunes with the cheat. [L], [R], [L], [R], [L], [R],[L], [R], [L], [R], [L], [R] and [R].

Extra Shooter Game
Surprise, surprise! If you get tired of hardball driving, try your hand at a couple of prehistoric games included in this racer. The first is a two-player shooter duel that looks like a museum piece. Just key in [Y] four times and [X] twice.

Rotten Wall Game
Here's another diverting classic! Key in [X] four times [Y] twice for a *Pong*-style 2- or 4-player battle with breakable blocks in the way a la Breakout.



Flying Hero

7E005903: Infinite lives
7E005A03: Infinite bombs

F-Zero (UK version)

7E11 5000: Always finish first!
7E00 CA08: Infinite power
7E00 5902: Infinite lives
7E0C F301: Infinite turbo boosters
7E00 CAOB: Infinite power
7E00 5908: Infinite lives
To get a boost from the starting line hold down the accelerator. As soon as the race begins, pull out in front of your competitor. He slams into your back, giving a whopping boost forward.

In Port Town II, get a superjet and head to the left after crossing the starting line. Activate the superjet before you get to the jump ramp and quickly angle to the right to jump to the opposite side of the track.

For a power-up, go to the flashing patch on the track, get on top and ride across it. A spaceship refills your energy from the air so you can get back into the game.

F1 Exhaust Heat

For extra cash, go to the select-player screen and enter **SETAUSA**. This gives you $10,000 when you start the game. Now you can afford those custom parts you've always dreamed of!
If you're having a hard time keeping up with the rest of the field, this cheat really helps: when you're at top speed press [L] and [R] for a superboost up to 400kph.

Faceball 2000

Here's a great way to skip from level one to level ten. At the end of level one turn around and face the wall, then shoot it to open a secret room containing an orb. Use the orb to reveal the exit to level ten.
On the title screen press [L], [R] and [START] together for a secret game. Do the same on the game-select screen for a life/level-select.
7E0BD103: Infinite lives
7E035201: Next tag opens exit regardless of how many tags made so far
7E03CEXX: Where XX is a level number, this is a level-select. Must switch off Action Replay after level has been reached.

Fatal Fury

Go to Street Fight mode. Player one chooses either one or two players. Now press [DOWN] on controller two and you have a new range of dead hard characters to choose from.

Final Fantasy 2

7E200803: Loads of hit points for player one
7E208803: Loads of hit points for player two

Final Fight (US version)

7EOD 6EO5: Infinite lives

7EOD 1450: Infinite energy
To get a hidden options screen with difficulty-select and sound test, hold down [L] and [R] and press [START]. Now go to exit and press [B] for the options to take effect.

Final Fight Guy

On stage four, walk up and down in front of the white dog for more energy.

George Foreman's KO Boxing

Timer goes slower: 566DO7DD
Timer goes faster: DC6DO7DD
Infinite Super Punch (after pickup): 6D25A704
Both players start with half energy: 4D6CD70D
All damage afflicted affects opponent (you may still take a very small amount of damage)
C22AAD04+572AAD64+622AA464+57AA4A4

Gods

Here are some handy codes to help you through.
Temple: SDI
Labyrinth: MGB
Underworld: BMH
7E01DB0X: Gives X lives
7E0156FF: Over 65000 money
7E0157FF: Infinite energy

Gradius III

To get extra weaponry, pause and press [UP], [UP], [DOWN], [DOWN], [L], [L], [R], [L], [A] and [B].

For 29 extra lives per credit, go to the title screen and hold [DOWN] and [LEFT] diagonally on the joypad while pressing [A] three times.

To access the arcade mode, go to the options screen, place the cursor on difficulty setting and press [A] as fast as possible — use autofire if you've got it.

For extra credits, push [X] repeatedly at the title screen. If you don't hit [START] before the title screen disappears, do it again. To get 30 lives go to the top the title screen and press [LEFT], [A] three times, and [START]. Please note, this cheat won't work in conjunction with the extra-credit cheat!

Hole In One Golf

7E10A102: You get a hole in one every time

Hook

This cheat enables you to build up loads of extra lives. When you get to level 5, at the start of the level fall down the first chasm on the right. Notice Tinkerbell at the bottom of the pit; walk across to the right and you'll see a 3-up and a leaf. You have to go underneath the rocks to reach them. Then, when you've collected this, die and repeat the same procedure until you have built up enough lives.



Hyperzone

To access a sound test press [L], [R] and [START] on the title screen; to access the music press [A].

Jaki Crush

Just type in a row of fives (5555...) and start the game. You'll start with more than 840 million points and a whole bunch of balls. (The onscreen ball count shows 21, but there are actually 33 — the game counts in hexadecimals.) Other great passwords include '4444444Y', '6666666C', '8888888S', 'CCCCCCCS' and 'KKKKKKKS'.
7E1C62XX: Replace XX to get any number of lives
7E1C6202: Infinite balls
For 84 extra balls type in the password as 88888885.

James Bond Jr

Try these level codes:
Level 3: 0007
Level 4: 3675
Level 5: 9025
Level 6: 1813
Level 7: 3353

Joe and Mac

7E08 1A92: Infinite boomerangs for Joe
7E08 5A92: Infinite boomerangs for Mac
7E08 1AA3: Infinite fire for Joe
7EO8 5AA3: Infinite fire for Mac
7E08 1AC4: Infinite stone wheel for Joe
7E08 5AC4: Infinite stone wheel for Mac
7E08 3501: Infinite keys for Joe
7E08 7501: Infinite keys for Mac
7E08 6202: Infinite lives for Mac
To exit a level you've already completed, [PAUSE] and [SELECT].

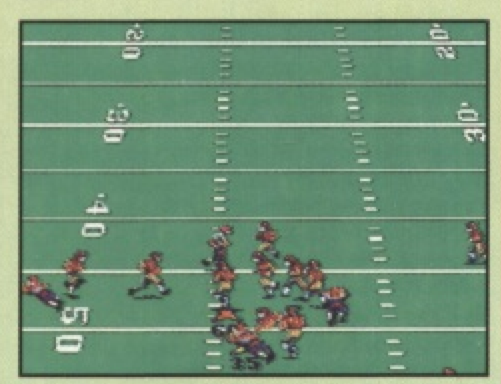
Joe and Mac 2

7E004202: Infinite lives

John Madden's Football '92

For anybody out there who's been mad enough to buy this horribly nasty conversion, here are some codes.
Buffalo: BBBF7G7CNR, BBBF78JF1M
Chicago: BBBF8C8JJS, BBBF8H42YP
Cleveland: BBBDDGT4N8, BBBDDN4HBP
Dallas: BBBFDP7ML5, BBBFD75N6I
Denver: BBBM6RFLST, BBBM626M75
Green Bay: BBBKCLKTFT, BBBKC9YMGY
Houston: BBBLCT7WTZ, BBBLC20XW6
Indianapolis: BBBNBNJTUR, BBBNB5LBCJ
Miami: BBBMGSS254, BBBMGW52C3
New Orleans: BBBNKYJOWY, BBBNK591Y5
New York: BBBFV21HMS, BBBFWWBKRT
Pittsburgh: BBBGY3STO4, BBBGY47J5L
Seattle: BBBKY96X15, BBBKZURZML

For a super-closeup of the crowd — so you can see if your dad's been bunking off work to go the match — hold down any button and press [START]. As other screens appear, keep holding the button. Don't worry if the screen goes blank; you won't have knackered your machine. A closeup of one of the fans appears. To get back to the action let go of the button!



Kablooey

Here are a few level codes for this little puzzler:
Level 17: DBVG
Level 18: DPLL
Level 19: DJSK
Level 20: GBTF
Level 21: JRPN
Level 22: GBMF
Level 23: PBSS
Level 24: WPRG
Level 25: LFBG
Level 26: CVFF
Level 27: LPJC
Level 28: DBTG
Level 29: WGGD
Level 30: TJMG

Kiki Kaikai

Don't get fooled by the cute looks, this one's a pretty demanding shooter! If you're finding it too difficult to get ahead, try this stage-select cheat. At the character-select screen, move the selection cursor to the desired character. Keeping [X] and [Y] pressed, press [A] four times, [B] four times, and then [A], [B], [A], [B], [A], [B], [A], [B], and [START]. The stage-select screen should come up. Just choose the stage you want to play then start!

King of The Rally

Although this isn't by Konami, the Konami command can be used for round select anyway. While the Round demos are running, just tap in [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B] and [A] on controller 1. You'll hear a sound if it world. Select the round by pressing UP or DOWN and start.

If you find you're running out of fuel while racing, pause the game with SELECT, and key in the Konami command. Your fuel tank will be instantly replenished so you can keep the pedal to the metal without every worrying about stalling out. The following selection of useful tips was sent in by **David Straker** of **Derby**.

Krusty's Super Fun House

Here are a couple of handy cheats for all Krusty fiends. Enter the password **JOSHUA**, with a space before and after the password. This enables you to exit a section without completing it — simply go back to the door and push [UP]. If you repeat this on every section, you'll be able to see the game's finale.

The next cheat helps you round up the rats in a room quickly. In any room where Krusty has at least two moveable blocks, place the first block next to a wall. Now wait until the rats cross the block and are between the wall and the block. Stand on the block and release the second block, trapping the pesky rodents. It's best to make sure that the area between the blocks and the wall is the size of another block because then the rats compress into a single rat.
Level 1: BARTMAN
Level 2: SMITHERS
Level 3: SNOWBALL
Level 4: JEBEDIAH

Krusty's Super Funhouse (UK version)

Here are five level codes for the UK version of this brainteaser:
Level 1: HI KIDS
Level 2: SKINNER
Level 3: SCRATCHY
Level 4: BARTDUDE
Level 5: BOUVIEZ

Lemmings (UK version)

Here are the codes for every infuriating level of the UK PAL version of *Lemmings*.

Fun level

2: FWKQCJK	3: TWXZKRM
4: JPJXFVW	5: KTJGTJK
6: HGNNNPX	7: MLLBCPQ
8: XBVCKLL	9: JWGWBBK
10: JJGKQPH	11: PWKZSXL
12: GGWWFXR	13: JPVSDSC
14: QSPRKMK	15: BXCHLQS
16: VDGQWSX	17: QGNLNFM
18: DNPFNQR	19: FQKKFHL
20: RMHDGBX	21: ZGBVCXV
22: ZXBLWZK	23: HTLDXLB
24: ZDGHTWD	25: CFHXPSM
26: PZBXCXB	27: CWLGDPT
28: WDNLSMJ	29: WBZWWCB
30: WXRRTMV	

Tricky level

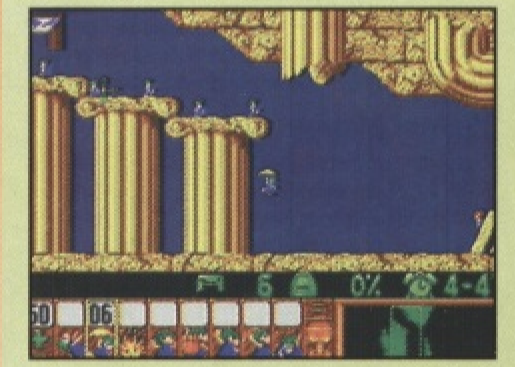
1: SVZFJVM	2: BNLDXVC
3: FNGWLWW	4: RWHTQBK
5: GGVSQDZ	6: RTWHNTC
7: PBMBPFD	8: GTGCDKQ
9: KSRXKVK	10: TBHLCRC
11: XVJKXBQ	12: TMRSZMF
13: CVSDHLF	14: WXLBJBP
15: WZNFLWF	16: FVMTNWW
17: VVDRGWD	18: SRXBPPV
19: GRZHRPP	20: XTMWFCP
21: FLMTVPM	22: KSGVVWK
23: ZBPPBXG	24: WHCHBQV
25: LHDPGNV	26: HULXXTH
27: STVNDPK	28: JFTQVSX
29: SKKWSZD	30: SFLQQWR

Taxing level

1: LGJMTCD	2: BWNQXRZ
3: WGHQVRF	4: NRQKFRC
5: QRXZLSC	6: VGPDDWR
7: HPKBCCX	8: DSWLCTG
9: GWGCJHK	10: TNJVCGD
11: XKBFSBD	12: VKKCSFV
13: SJKNWWS	14: DQDGCBX
15: QTVGPTH	16: PFFFLPS
17: BPNRSMC	18: JLGKBCZ
19: PCVKZVR	20: QNWFKVZ
21: NTHZDKK	22: XQZSRDT
23: PTPMJDV	24: LXTZBHP
25: RLQGWSX	26: MHKNCDK
27: KWGCKWD	28: RKVHCBS
29: MGVJBKZ	30: QGSMMDM

Mayhem level

1: KKXSKFK	2: NNBLXNL
3: JCPMTPC	4: TNPPCLS
5: RCPKPMD	6: GXZTLVK
7: LSWHNHR	8: SDRMFLF
9: HSHQXPK	10: CHBMWRT
11: LNRGMXC	12: WPSKBXN
13: LPBDVJJ	14: BGMLGSS
15: CZLMVGD	16: KVXLSQH
17: CQSSXRQ	18: MVRPMQJ
19: PMXDHBP	20: TWQBCXL
21: WVVFXWB	22: BSLMGQZ
23: MGGLXSF	24: DXBZRVX
25: BWQNKVK	26: RTBGJWD
27: HMGDJCQ	28: QZTJHSV
29: CQLRCHF	30: GNNBJWV



Lemmings

Hold down [L], [R], [SELECT] and [START] for a level-select.

After many hours of round-the-clock playing, the gang have put together this comprehensive list of passwords. Those rodents with a death wish will never cause you any problems again.

Fun skill level

1: SRDTPT	2: MJDVLXT
3: ZBHPRLQ	4: GWSXMHK
5: NCDKKWG	6: CKWDRKV
7: HCBSMGV	8: JBKZQGS
9: MMDMKKX	10: SKFKNNB
11: LXNLJCP	12: MTPCTNP
13: PCLSRCP	14: KPMDGXZ
15: TLVKLSW	16: HMHRSDR
17: MFLFHSH	18: QXPKCHB
19: MWRTLNR	20: GMXCWPS
21: KBXNLPB	22: DVJJBGM
23: LGSSCZL	24: MVGDKVX
25: LSQHCQS	26: SXRQMVR
27: PMQJPMX	28: DHBPTWQ
29: BCXLWVV	30: FXWBBSL

Tricky skill level

1: MGQZMGG	2: LXSFDXB
3: ZRVXBWQ	4: NKVKRTB
5: GJWDHMG	6: DJCQQZT
7: JHSVCQL	8: RCHFGNN
9: BJWVRCQ	10: RFPZFBJ
11: JKJBRMQ	12: MZDCDTC
13: ZVMQKXB	14: ZZRHJPL
15: JFLKJPX	16: JQXRNGJ
17: WFVBVJP	18: KWVBVJP
19: TTKLKZT	20: NNFFQPV
21: ZNXBKMP	22: QSLQWTJ
23: BGFVMFR	24: PQZWDKM
25: SBCMSJS	26: BDGQRNX
27: XPPBQWL	28: JQSPRH
29: GCLKJMQ	30: SRWGXZM

Taxing skill level

1: PQFPTBP	2: HPLHRXL
3: CPZRSRV	4: SMSWSPW
5: DXCQKRX	6: MDGMJLV
7: WZWSDMK	8: HZBCFQM
9: SPRPVHR	10: BWCBKXJ
11: WRFVJDL	12: GGBCXXS
13: TTXQXQL	14: DCBBNH
15: WCBLDQX	16: PFVFXCR
17: NKVCKDN	18: QPDDJFB
19: QBGBPSW	20: JLXJWNW
21: JLHFSRF	22: WCLJNNK
23: LVFHHMM	24: MHNNCPC
25: RNMKXLP	26: XZZSDDN
27: BBTSGZC	28: LXFLJPX
29: QKZVKFT	30: WFCSHNT

Mayhem skill level

1: XNMTWVD	2: KDTJQQR
3: VNTGWRB	4: SQDLCRR
5: JHQTCPD	6: RQXNVNP
7: CBWMMLG	8: LCVDQWL
9: KDHWTJL	10: GVNKKJL
11: DXCDGNH	12: GWJTPLW
13: LNZNHWM	14: MZXZKZC
15: RWLTTCQ	16: LGJCRKM
17: SQXKBZN	18: WXTBWCB
19: NPKNRKV	20: PZQWRGP
21: DZTHVNL	22: RMDTBFQ
23: FCSLSPK	24: RNHQXVM
25: LTGGNDXH	26: LHLTDDV
27: HCBBKHV	28: MWLGVQJ
29: GSPQCRQ	30: ZTTGRFH

Sunsoft skill level
1: TPCWFMP 2: WSJCLDX
3: PVNRCMV 4: HZSQQNV
5: KCGHCNC

Lethal Weapon
7E021E66: Infinite ammo

Magic Sword
7E0431A0: Player energy
7E042304: Captives energy
Go to the options screen and go to the exit with joypad one. Now press [L], [R] and [START] on joypad two for a level-select.

Mickey Mouse
7E02B104: Unlimited energy
7E037202: Unlimited lives
7E035F05: Unlimited time
7E02C101: Magic costume from the beginning
7E02C201: Fireman from start
7E02C301: Choice of fireman, magic or climbing gear from start
7E02B920: Infinite water energy
7E02B720: Infinite magic energy
7E02B501: Magic costume that uses half power
7E02B601: Fireman costume that uses half power
7E02A909: Gives 90 coins at the start, and every tenth coin afterwards is 100
7E02AB0X: Start from chosen level (0 for 1, 1 for 2 etc). The Action Replay must be disabled at the end of the last level and enabled at the begining of the new one.
7E02AC00: Start from sublevel



Mole Patrol
7E07AFAA: Infinite time (switch Action Replay off between levels)

Mystical Ninja (US version)
7E1AB002: Lives player one
7E1B6002: Lives player two
7E009699: Infinite time

Mystical Ninja
7EOO 9695: Infinite time
7E1A AF90: Infinite money (Kid Ying)
7E1B 5F90: Infinite money (Dr Yang)
7E1A B099: Infinite lives (Kid Ying)
7E1A AA99: Infinite power (Kid Ying)
7E1B 5A99: Infinite power (Dr Yang)
7E1A B299: Infinite energy (Kid Ying)
7E1A BA99: Infinite bombs (Kid Ying)
7E1A B699: Infinite bombs (Dr Yang)
7E1A B602: Infinite Yokohama Yoyo for Kid Ying
7E1B 6602: Infinite party whistle for Dr Yang
7E1B 000A: Infinite sandals x 10 (Kid Ying)
7E1B BOOA: Infinite sandals x 10 (Dr Yang)
For those who are finding it hard going, here's a list of the passwords for each Warlock Zone. Codes vary depending on the character chosen.

Zone	Kid Ying	Dr Yang
1 — Ghost	TXZZKZ	K4HJVJ
2 — Statue	8HXXX	Z+PLQH
3 — Park	/jk232	Z+2HQH
4 — Otafu	7GRvov	+ZK696
5 — Ninja castle	XTtttW	33B8D8
6 — Mountain	Z+nHTH	TXrZyZ
7 — White mirror	33t8G8	RMTYyY
8 — Princess	4Kmy7y	MRDjlj
9 — Final story	JP2m5m	RmdV5Y



To get a sneak preview of the end sequence, try one of these juicy codes. They put you on the last level with full armour and loads of lives. The first one's for Dr Yang and the second for Kid Ying.
;1!Y8 +88Hz 8Hx6D q?8KR ZPD1X 8:!DP +
qJ#;b ;9"vB rrHyv :wbt& "2yPv bj#vy v

Out of this World
Level codes are:
1: FXLC 2: KLFB 3: DDRX 4: HRTB 5: BRTD
6: TFBB 7: TXHF 8: CKJL 9: LFCK

Paperboy 2
To make your route harder go to the options screen on the player-selection screen and enter 6479 by pressing [RIGHT] on the joypad.

Parodius
For full power and options, pause the game, and press [B], [B], [X], [X], [A], [Y], [A], [Y], [UP], [L] and [START]. This can be used only once per stage.

To become invincible, pause the game, press [L], [R], [UP], [X], [R], [A], [L], [Y], [DOWN], [B], [A], [Y], [A], [Y], [R] and [START]. To quit invincibility (if you must), just use the suicide command.

For three Super Bombs, pause the game, and press [X], [X], [X], [B], [B], [Y], [Y], [Y], [A], [A], [A], [L], [R], and [START].



To commit hara-kiri — suicide — enter the now-familiar Konami command. Pause the game, press [UP], [UP], [DOWN], [DOWN], [L], [R], [L], [R], [B], [A] and [START]. Kablooey! You're dusted the same way by substituting [L] and [R] respectively for [L] and [R].

And the best cheat of the lot: stage-select and invincibility. At the player-select screen, move the cursor to Big Viper and press [UP], [L] and [X] together and hold for 15 seconds — the stage-select screen pops up. Choose a level and press [START]. For invincibility fully powered-up and fitted with all options, set 'MUTEK' to 01.

Pilotwings
Flight Area 2: 985206
Flight Area 3: 394391
Flight Area 4: 520771
Secret Command 1: 108048
Flight Area 5: 400718
Flight Area 6: 773224
Flight Area 7: 165411
Flight Area 8: 760357
Secret Command 2: 882943

Pit Fighter
7E1124A0: Unlimited energy

Populous
To warp to any stage, choose a conquest game and select the pause icon. Move the cursor to the world map and hold down [L] and press [A]. Next, hold down [R] and press [Y], [B], [X], [A] and [SELECT]. Release [R] and select Armageddon. Enter the setup menu and choose Conquest. Inside the Conquest menu, press [X] and [B] to select any level.

To get full power, press [A] then [B], hold [LEFT] and press [RIGHT], press [A] [B] [X] in that order, and hit [SELECT].

Prince of Persia (Japanese version)
7E05 0805: Infinite energy — if you fall on spikes or anything similar, move the switch to the inactive position (on the cartridge). This enables you to restart.

Prince of Persia
Here's a list of codes for this brilliant Arabian adventure...
1: J5G3KPA 2: ATAKAZL
3: JZC1IJ4 4: Y3NAQN4
5: JETA5B4 6: QFZ5C3W
7: 4NV55AJ 8: A1SV5QZ
9: 4U3VAU6 10: INEZYNG
11: RLOZI1V 12: 3CD4W3C
13: NWJPILY

Go to the password screen and enter SPECIAL; when it's rejected, cancel it and start again. Now pause and press [B], [Y], [UP], [DOWN], [LEFT], [RIGHT], [L] and [R]. If this is done correctly you'll hear a noise. Now hold [START] and press [SELECT] to get a level select.
Freeze timer: 6D320FA1
Start with two health points: D43004A5
Start with four health points: D03004A5
Start with five health points: D93004A5
Start with six health points: D13004A5
Start with seven health points: D53004A5
Start with eight health points: D63004A5
Start with nine health points: DB3004A5



Start with 15 health points: FD3004A5
Non-fatal injuries do no damage: BAA6ADA5
Non-fatal falls do no damage: 43C96D61
Non-fatal falls do more damage: D4C16701
Falls do no damage (except onto spikes): 6Dc06701
All enemies have one health point: C260A701+DF6CDFA0
all enemies have two health points: C260A701+D46CDFA0
All enemies have three health points: C260A701+D76CDFA0
All enemies have four health points: C260A701+D06CDFA0
All enemies have five health points: C260A701+D96CDFA0
All enemies have ten health points: C260A701+DC6CDFA0
Enemies drop dead immediately: BA69ADA1
Start on level 2: DFB7D46E
Start on level 3: D4B7D46E
Start on level 4: D7B7D46E
Start on level 5: D0B7D46E
Start on level 6: D9B7D46E
Start on level 7: D1B7D46E
Start on level 8: D5B7D46E
Start on level 9: D6B7D46E
Start on level 10: DBB7D46E
Start on level 11: DCB7D46E
Start on level 12: D8B7D46E
Start on level 13: DAB7D46E
Start on level 14: D2B7D46E
Start on level 15: D3B7D46E
Start on level 16: DEB7D46E
Start on level 17: FDB7D46E
Start on level 19: F4B7D46E
Start on level 20: F7B7D46E

Rampart
If you want to test your mettle on the Viking stage enter **H PPYJ Y**. If you're lucky enough to own an Action Replay cartridge enter **7E0A5A03**.



Ranma 1/2
In two-player VS Mode, you can access any character — even Happosai, a wrinkled old geezer who's harder than nails. Choose VS Mode, then any two characters. At the stage-select menu, press [R], [X] and [A] together. The debug menu comes up and you can freely choose competing characters.

To play yourself, hold down [L] and [R] and press [UP] on control pad one, then press [START]. To enter configuration mode, hold down [L] and [R] on both joypads and select two-player at the main menu. You can choose all the players including Happy (the bonus-stage dude!) and alter the players' stats. Press [SELECT] to change the scenery.

To select any of the eight players, go to one-player mode, hold [L] and [R] and select with [LEFT] and [RIGHT].



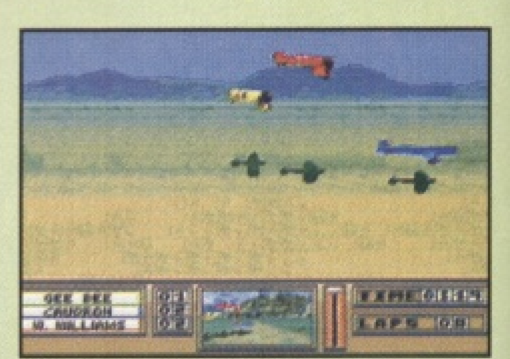
Rival Turf
Here's a cool but completely useless cheat enabling you to change the names of all the characters. Get a high score and enter your name as CHRCONF — you enter a character configuration screen that allows you to change the names.

Road Runner's Death Valley Rally
Invincibility: 7EIF IEO6
Unlimited turbo boosts: 7EIF ID2O
Infinite lives: 7EIF 2OO2

Robocop
If you want unlimited continues, wait until you use your last continue and the game freezes. Then press [SELECT], [START], [B] and [A] at the same time. This gives you another continue. Repeat the process infinitely!

Robocop 3
To top up your power supply in the middle of a level, press [START], then press [SELECT] three times. This should give you a full power supply.
7E02AC01: Start from sublevel
7E02AC02: Start from sublevel
7E02AC03: Start from sublevel
7E02AC04: Start from hidden treasure boxes
7E02AC05: Start from hidded general stores
7E02AC06: Start from where the magic cape is
7E047738: Unlimited energy

If you start off with the costumes, change to normal Mickey in order to pick up the cape on level 2.



Rocketeer
Try the following passwords:
490-629-312, 435-765-818, 775-454-215, 318-469-417, 040-473-312

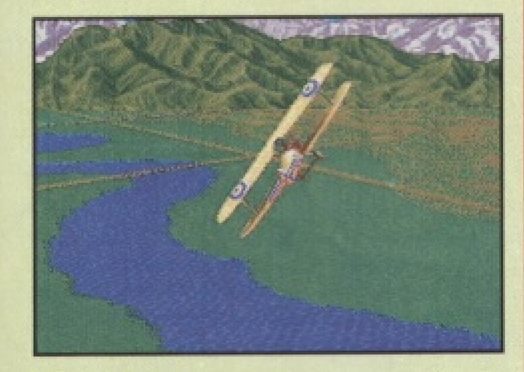
Sim City
Spend all your money, set the tax rate at zero and wait until the end of the year. When the budget screen appears, hold down [L] and exit the screen. Quickly reenter the budget screen (still holding [L]) and boost all your funding levels to 100%. Hey Presto! $999,999 is yours. Don't spend it all at once!

Skulljagger

7E17C305: Infinite lives
7E0AE50X: Gives X red crystals
7E17C20X: Gives X green crystals

Sky Mission

Try these passwords and take to the sky.
Marcel LeBlanc
FGYHMBL! nG!xF!
r5xKDJC2pf!V
HCcMJ6!brG!v!
VrBPWPBHvW! Z
T!LRLRLwBBF!B!
sYOWDcG!QBwL (Ace)
Fz!LDFY!PlL!c (Military Medal)
G!YDZhlPC!!n!4G
hBWOJHj3BH!Q (Croix de Guerre)
Last few codes
BwMlBk
mKCBw!G (Last Red Baron level)



Smart Ball

When the title screen appears with the words 'Push start button', press [UP], [UP], [DOWN], [DOWN], [L], [R], [L], [R], [B], [A], [SELECT] and [START]. This takes you to stage 4-A.

Smash TV

To warp to any level go to the player-select/options screen and enter [RIGHT], [RIGHT], [UP], [DOWN], [R] and [L]. If you've entered the sequence correctly, 'bingo' sounds and the level select menu appears. Choose the level where you want to start.

If you fancy the ultimate challenge, play at turbo speed! Go to the options screen and enter [LEFT], [RIGHT], [LEFT], [UP], [R], [R].

To warp to any level go to the player-select/options screen and enter [R], [R], [UP], [DOWN], [R] and [L]. If you've entered the sequence correctly, 'bingo' sounds and a level-select menu appears. Choose the level where you want to start

To play at turbo speed, go to the options screen and enter [L], [R], [L], [UP], [R], [R].

Soul Blazer

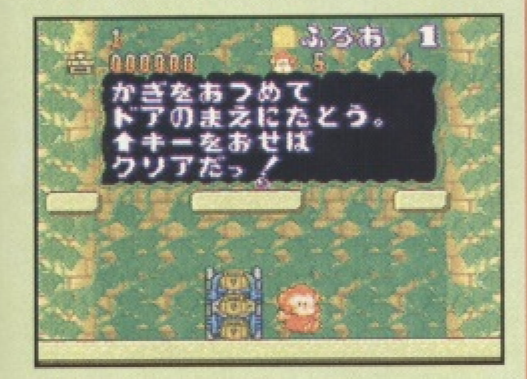
Type in 7E1B 8810 for 16 life points once you reach 1,000 experience points.

Space Megaforce

7E015202: Unlimited bombs
7E015702: Infinite lives

Spanky's Quest

Here are the passwords to the first six levels of this great platform/puzzle game.



Spiderman and the X Men

7E10F880: Unlimited energy
7E010003: Infinite lives
7E063600: Gives Spiderman much higher jumps

StarFox

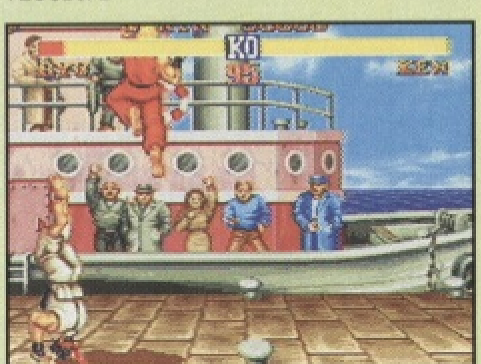
Take a break from blitzing Andorf's twisted military might and scope out the character catalogue of this breathtaking 3D shoot-'em-up. Play the game and get a score of over 15,000 points. After losing your last craft, at the continue menu press either [DOWN], [Y] or [B] on controller two to change the displayed character. Controller one can be used to manipulate the character, including zoom and ghost imaging while rolling and tumbling. A neat look at some of your worst enemies, but not all — the stage bosses aren't for show!

Street Fighter II (Japanese version).

Effects may vary using UK or USA versions.
Magic throws player one: 7EOE6000
Magic throws player two: 7EOC6000
Mess player one: 7EOC580
Mess two player: 7EOE1580
Good dragon punch player one: 7EOC2E00
Small jumps dragon punch player two: 7EOE2EOO
Player one gets hit without being touched: 7EOCO3OE
Player two gets hit without being touched: 7EOE03OE
Gravity pulls left (jump only) player one: 7EOC3OF6
Gravity pulls left (jump only) player two: 7EOE30F6
Player one is invincible: 7EOC2BBO
Player two is invincible: 7EOE2BBO
Player one loses all his energy then becomes invincible: 7EOC2BOO
Player two loses all his energy then becomes invincible: 7EOE2BOO
Two special moves at once for player one: 7EOD8000
Disappearing dragon punch for player one only: 7EOD8001
Strange throws player one: 7EOL1230
Strange throws player two: 7EOE4230
Player one gets a perfect: 7EOE2BB8
Player two gets a perfect: 7EOC2BB8
Arcade perfect! Guile's handcuff, minus the big combination. Just use medium throw.: 7EOL0581
Zangief's death-dealing combo player one. Have switch enabled before starting and pick Zangief!: 7EOCO3OC
Zangief's death-dealing combo player two: 7EOE030C
Stunning flame death player one: 7EOCO3OE
Stunning flame death player two: 7EOEO3OE
Player one gets nine million points for dragon punch: 7EOC23BO
Player two gets nine million points for dragon punch: 7EOE23BO
Dragon punch kills with one hit player one: 7EOL23AO
Dragon punch kills with one hit player two: 7EOE23AO
Faster moves player one: 7EOC5600
Faster moves player two: 7EOE56OO
Player one is covered in blood: 7EO48300
Bounce! Good dragon punch. Jump! — player one: 7EOL3201
Bounce! Good dragon punch huge jump — player two: 7EOE3201
Good dragon punch, normal jump — player one (Ken/Ryu): 7EOL3204
Good dragon punch, normal jump — player two Ken/Ryu, Blanka, Zangiel have slightly higher jumps: 7EOE3204
Dragon punch goes straight up and gravity pulls left on jumps — player one: 7EOL2DB8
Dragon punch goes straight up and gravity pulls left on jumps — player two: 7EOE2DB8
Replace * with number or letter to fight desired character — player two: 7EOED10*
Replace * with number or letter to fight desired character. — player one: 7EOCD10*
Character glides away slowly and gracefully — player one: 7EOC2FOO
Character glides away slowly and gracefully — player two: 7EOE2FOO
Small jumps, normal dragon punches. — player one: 7EOL32B8
Small jumps, normal dragon punches — player two: 7EOE32B8
Flashy shadow. — player one: 7EOC4000
Flashy shadow — player two: 7EOE4000
Mess 2 — player one: 7EOC1EOO
Mess 2 — player two: 7EOE1EOO
Fast magics i.e Sonic booms, yoga fires — player one: 7EOCB901
Fast magics i.e Sonic booms, yoga fires — player two: 7EOEB901
Character fights back on his own! 1 player : 7EOCO3OA
Character fights back on his own! 2 player: 7EOE030A
Sprite lock — player one: 7EOC030B
Sprite lock — player two: 7EOE030B
Not there. — player one: 7EOCFB63
Not there. — player two: 7EOEFB63
Invisible. — player one: 7EOCOOOO
Invisible. — player two: 7EOEOOOO
Player one only faces left: 7EOC1400
Player two only faces left: 7EOE1400
Player one only faces right: 7EOC1450
Player two only faces right: 7EOE1450
Character is upside-down, amusing dragon punches — player one: 7EOC1480.
Pick Red Ken and look at his suit! one player: 7EOC1485
Pick (upside-down) Red Ken and look at his suit! — player two: 7EOE1485
Player two same as above and pick Ken/Ryu and stand in front of Guile's box or bison's statue : 7EOC16D1
Sprite lock — player one: 7EOC1711
Sprite lock — player two: 7EOE1711
Gibberish — player one: 7EOC1950
Gibberish — player two: 7EOE1950
Weird one — player one: 7EOC18FF
Weird one — player two: 7EOE18FF
SFII logo moved to left-hand side: 7EOOB313
When tripped up or die you get burnt — player one.: 7EOCF207
When tripped up or die you get burnt — player two.: 7EOEF207
Background disaster. Try hondas level: 7EOO0621
Slides when being hit — player one: 7EOC8655
Slides when being hit — player two: 7EOE8655
No energy bar! Player one has new colours *: 7EOCOD5D
No energy bar! Player two has new colours *: 7EOEOD5D
Players travel at slow speed and player one can't be hit.: 7EOLOOF6
Same as above for player two: 7EOEOOF6
Mini-sprite mess. — player one: 7E05OA74
Sprite mess! both players: 7EO5O5AO
background mess: 7EO5032O
Newish foreballs. Ken has a new face when he blocks (standing): 7EO526D3
* Occasionally the energy bar is two orange strips.

Sound FX

Punch/kick sound FX of pause, try a hurricane kick to see a spectacular cockup — player one: 7EOCB9F2



Same as above for player two: 7EOEB9F2
Punch/kick = sound FX of plane. Kick crashes the game. — player one: 7EOCB9F4
Same as above for player two: 7EOEB9F4
Punch/kick = sound FX of being burnt. More hurricane cockup!: 7EOCB9F6
Same as above for player two: 7EOEB9F6
Punch/kick = sound of being burnt and painfully slow backward fireballs. — player one: 7EOCB9F7
Punch/kick = same as above, but fight the computer using this code and look at jump kicks especially Ryu's. — player two side: 7EOEB9F7
Punch/kick = sound of FX of 'ROUND' — player one: 7EOCB9F8
Same as above for player two: 7EOEB9F8
Hilarious hurricane kick and speech of 'ROUND'. — player one: 7EOCB9F9
Same as above. — player two: 7EOEB9F9
Sound FX of 'FIGHT' for punch/kicks, high-speed fireballs, same hurricane as B9F9: 7EOCB9FA
Same as above for player two: 7EOEB9FA
Punch/kick = SFX of barrels — player one: 7EOCBFFD
Same for player two: 7EOEB9FD
No sound FX for either player: 7EOCB9FE
NO MUSIC: 7EOB O6F3

Colours

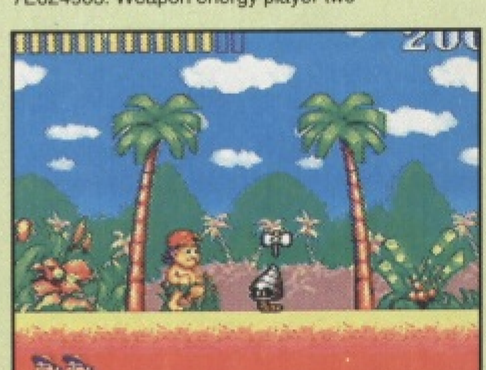
Turn Ryu's sky green (looks good): 7EO3 OOCO
Outline of energy bar is pink: 7EO3 OFDO
Energy bar's yellow part is pink: 7EO3 ODDO
Energy bar's red part is brown: 7EO3 OA75
Energy bar's red bit is green: 7EO3 OA83
Energy bar's yellow bit is bright green: 7EO3 OCDO
Green biker has stripey shorts, plus Blank's face is covered in blood on character-select screen: 7EO4 6A9D
Pink strip in title screen and hondas floor is very strange: 7EO3 4FDO
Pinkish capcom sign plus VS' sign: 7EO3 6FDO
New letters (looks good): 7EO3 O5F3
Same as above with black outlines: 7EO3 O5OO
Pink floor Ryu: 7EO3 EFDO
Look at Ryu's sky: 7EO3 O1D1
Daytime (Ryu's level): 7EO3 O1FF
Please note all the codes were found on the Japanese version of *Street Fighter II*, and might do slightly different things on the UK or American versions.

Street Fighter II

7E0C6001: Speed Fighter! Speeds the game up to double speed.
7E0CB200: Allows all special moves for player one to be done in midair
7E0EB200: Allows all special moves for player two to be done in midair
7E0CD002: Player one needs only one win to go through to the next round
7E0ED002: Player two needs only one win to go through to the next round
7E0ED10X: Player one can play any enemy all the way through the game. Using the numbers 0-9 and AB for X selects the appropriate bad guy.
7E0CD10X: Same as above for player two
To get Championship Edition, press [DOWN] and [R], then [UP] and [L], then [Y], [B], [X], [A] when the title screen showing Capcom appears (before the *Street Fighter* logo!). Practice — you've only got about a second and a half to enter the cheat. If it works you hear a ping and the screen turns blue.
7E0C 2BBO: Infinite energy
7E1A C899: Infinite time
7EOC EBBO: Infinite energy player one
7EOE 2BBO: Infinite energy player two
7EOC ODOO: Same player in same colour (normal colour, player one)
7EOE ODOO: Same player in same colour (normal colour, player two)
7EOC OD20: Same player in same colour (championship edition colour, player one)
7EOE OD20: Same player in same colour (championship edition colour, player two)
7EOC 35BO: Silly mode (player one)
7EOE 35BO: Silly mode (player two). To get player down, turn switch down.
7EOB F220: Both be the same player

Strike Gunner (STG)

7E023A03: Infinite lives player one
7E024403: Infinite lives player two
7E023F03: Weapon energy player one
7E024903: Weapon energy player two



Super Adventure Island

7E030D05: Infinite lives
7E0D6C20: Unlimited energy. Turn off the Action Replay for a few seconds at the end of level for bonus.
7E030D02: Infinite lives

Super Aleste

7E015203: Bombs
7E015702: Infinite lives.
7E015203: Unlimited smart weapons.

Super Battle Tank

Fire your gun at any target, and as soon as the target flashes press [START] and [PAUSE]. The target continues to flash. Pretty soon you're able to destroy anything with just one shot from your gun.
7E049E42: Unlimited 120mm cannon
7E04A001: Unlimited laser-guided missiles
7E006700: Clear player's tank damage when Action Replay is turned on

7E05C4FF: Unlimited fuel
7E04A296: Unlimited machine gun
7E00250X: Start from level X+2 — for example, if you enter X as 4 you start from level 6

Super Double Dragon

Here's a ruddy cool cheat giving unlimited continues for two players. After both players have lost their last lives and the screen flashes 'Credit=1' above each player, press the [START] on both joypads at the same time.

As if by magic you both come back to life and can share seven credits — wicked!
7E00DC02: Unlimited lives. When you leave Action Replay the screen corrupts for a few seconds — don't worry, it hasn't crashed!



Super EDF

To become invincible pause the game and press [A], [B], [X], [Y], [L], [R], [UP], [DOWN], [L] and [R].

Super Fire Pro Wrestling 2

Enter the password KPUJL 4U7N7 GZSWU R6E71 3DXI5 FIJKO ONMTC YSQWX TL to go straight into the points tournament final in one-player mode. In the championship belt tournament you come up against three wrestlers who are not in any other part of the game. Their codes are:
PYCOQ HKAR6 2B7ZI RK3IM
YW7GE 2J3SB 2WPGH 5XD54
L7GK3 XIDMC AUTQH MIRHJ
76TGF AYR4U A6LGF SPFQB
B7
Championship belt challenge
6HTS7 WZPAN JQOIX AZKX3
HFOVT JYKBQ JF6VT SWDQP
NZ
Enter 4SSSU GFSIS PZ5NF YOHSX
CDRXK LX34M MIEB7 V50MR
WM
To go straight into the points tournament final in tag-team mode.
Enter the password PIIEV 2JQTZ EU6WJ HPHAN AI4NC KNOPT TSRYH 5XEP4 UU
You'll be straight into the tag-team championship belt match.
Enter the password CUV27 34KWT PL to get into the points tournament final in one-player mode.
AY3Y3 EVXED 6Q gets you straight into the championship belt match in one-player mode.
D2HZS 7S3JL 4R takes you to the points tournament final in tag-team mode and with D2PNW 3WPVT EJ you'll be straight into the tag-team championship belt match.

Super Ghouls 'n' Ghosts

7EO2 A402: Infinite lives
7E02 A905: Infinite time
To access the level-select, go to the options screen on your second joypad. Point the arrow to EXIT, then press [L] and [START]. Now press [START] on joypad one.
7E044A01 Protection against enemy and bullets.
7E027602 Immune to enemy attacks.
7E1FA503 Many items.
7E14BA04 Golden armour.
7E0A5B02 Fast Monsters sometimes.

Super Mario Kart

Here's a speedy tip to help you make a quick getaway at the start of a race. When the guy in the cloud (Lakitu) floats down with the starting lights, wait for the first light to flash and then hold down [B]. After the lights have finished you'll zoom ahead of your opponents.
By now, most are probably aware of a 'ghost' appearing in time-attack mode. Drive carefully without wiping out or going off the course, retry the same course immediately and your drive from the preceding time trial is played back by a 'ghost' image.

You can compete against the 'ghost' with the same kart or any other one. Save your 'ghost' by keeping [L] and [R] pressed, and pressing [A]. The 'ghost' is available for that course for all future time trials. The sad part is that only one 'ghost' can be saved for just one course.

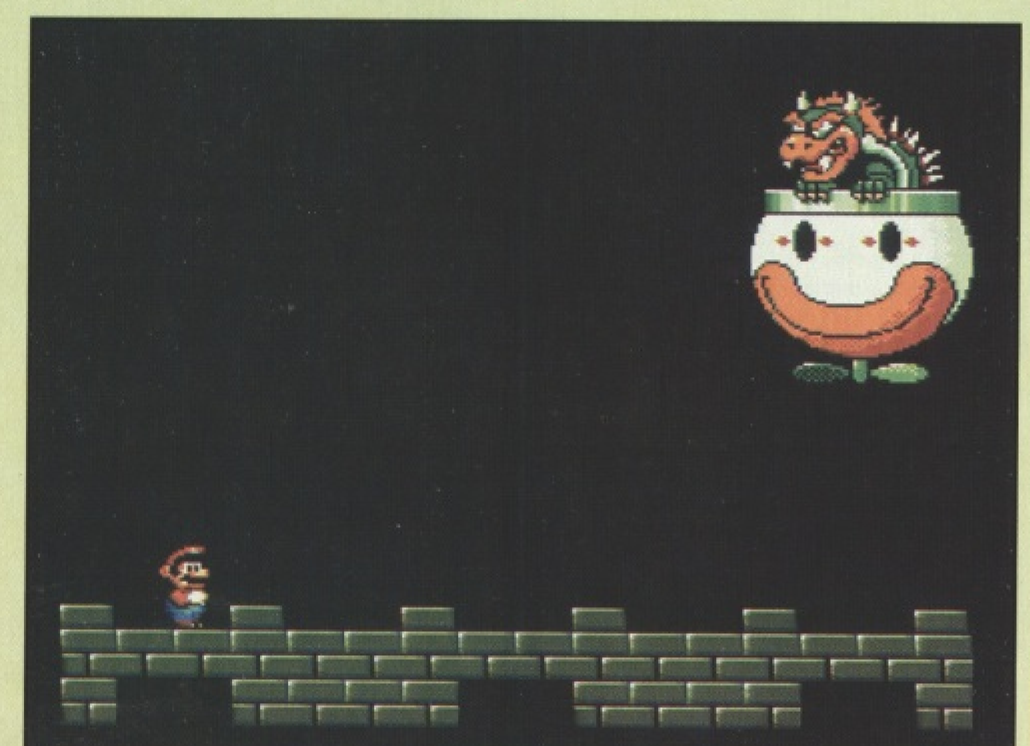


Super Mario World

To re-enter a castle press [L] and [R] simultaneously.

Super Mario World (UK version)

7EOD B405: Infinite Marios
7EOD BE05: Infinite Luigis
7EOD C101: Infinite Yoshis for Mario and Luigi, get coloured Yoshi
7EOD C201: Infinite mushrooms (players one and two) Then turn switch up.
7EOD C202: Infinite fire flowers (players one and two)
7EOD 203: Infinite stars (players one and two)
7EOD C204: Infinite cape feathers (players one and two)



Super Off Road

To make sure you never fail to qualify, select the two-player option but only use joypad one. Player two alway comes last (what a surprise!), enabling you to make it through to the next stage.
7E061B06 Infinite nitro.
7E062706 Full speed ups.
7E062306 Full tyres.
7E062B06 Full shock absorbers.
7E061F06 Full acceleration.
7E056313 enabling switch increases money.



Super Pang

For a level-select, go to the the game-select screen and press [L], [R], [R], [L], [UP] and [DOWN].

Super Probotector

In two-player mode, if one player is dead and has no lives left, he can trade in his smart bombs for extra lives by pressing [A].

If you own a rapid-fire pad, grab any two weapons (except the flamethrower). Now hold buttons [B] and [X] to fire with both guns simultaneously.

On the title screen press [DOWN], [R], [D], [D], [R], [R], [START] for 50 extra lives. To gain access to the hidden level-select on the title screen press [L], [DOWN], [DOWN]-[L], [L], [START].

Super R-Type

To get a weapon-select, go to the title screen and press [DOWN], [R], [R], [DOWN], [R], [R], [DOWN], [R], [DOWN], [DOWN], [START]. As soon as the action starts, pause and press [R], [R], [DOWN], [Y], [DOWN], [R], [DOWN], [L], [R], [DOWN], [R], [R]. Hey presto!
Choose your laser by pressing either:
A — Air-air laser
B — Air-ground laser
X — Reflective laser
Y — Split laser
R — Shooting gun



Now press [A] for a homing missile or [X] for an air-ground missile. Happy blasting!

At the title screen, hold down the [R] button and press [UP] nine times: you'll hear a tone. Start the game, then hold down [PAUSE]. Hold [R] then press [SELECT]. Use [UP] and [DOWN] on the joypad to choose your level.
7E16E102 Infinite lives.
7E16E381 Infinite time.

Super Smash TV (US version)

7E053105: Infinite lives player one
7E053205: Infinite lives player two
7E189906: Weapon energy player one
7E189A06: Weapon energy player two

Super Smash TV

Go to the options screen and select Easy, leave Easy highlighted and wait for a minute. Then press the [L] and [R] rapidly. You hear the word 'bingo' and get into the secret sound-test screen.

To get seven extra lives and seven extra continues, bring up the one-or-two-player-selection screen. Press [DOWN], [L], [R] and [UP]. You'll enter a special options screen.
To avoid fighting any enemies enter the crcui-select code — press [R], [R], [UP], [DOWN], [R] and [L] on the title screen.

When you've chosen which level you want to begin on, start the game. Before you enter the door in the next room, hold down [SELECT]. When you go into the next room all the bad guys die and after a few seconds a voice says 'let's go.' As if by magic, all the exits open. Repeat this to complete the game.
7E053105: Infinite lives.
7E189906: don't lose weapon till you pick up another.
7E18A901: Player 1 is invincible.
7E18AA01: Player 2 is invincible.
7E1B3C03: Unlimited credits.

Super Soccer

Choose a two-player exhibition game and let player one choose his team first. Player two selects any team, holding down [B] and [START], and automatically becomes the Nintendo team!
7E10F803: No opposition goalkeeper for first half

For a sound test go to the title screen and press [R] and [Y] together, then enter the password UURUDUUDLUL.

Super Star Wars

At some points in the game, it's possible to access the sound test so you can listen to all the cool sound effects and those classic John Williams compositions. During gameplay, keep [A], [B], [X], [Y], and [SELECT] pressed and hit [START]. This cheat doesn't always work — for instance, the sound test screen can't be accessed when Luke's piloting the Landspeeder.
Here are a couple of cheats that may help you get through some of the tight spots. At the title screen, press [X], [B], [B], [A] and [Y] in sequence. If you hear an animal-like sound, you've scored yourself five continues.

If you prefer, you can start the game equipped with a light sabre right away. Also at the title screen, press [Y], [Y], [X], [X], [A], [B], [X]and [A]. Unfortunately, you can't use both cheats at the same time.



Super Tennis (Japanese)

For an exhibition match against Tomkin, enter: K8XD3HR, FTLWJPC, 2GNYBQI, 4065C6P, DJSTK8X, D3HRFTL, WJPVKMW, IJJ.

Waste him and a congratulations screen appears. You're given the secret command; [L], [L], [L], [L], [L], [X], [R], [R], [R], [R], [R], [R], [R] and [X]. Input this with the second joypad on the player-select screen and you get a harder difficulty level.

Super Tennis (UK version)

On the player-select screen, press [L] five times, [X], [R] seven times, and then [X] on controller two. This gives your player the best abilities available.

John's the best player on the circuit, and here's a complete list of codes for every stage:

Melbourne: Hard: C6VLMVT, M8YD3HR, FWLWJSD, 3HP?CQ2, 4075C6P, DJSTK8X, D3H8FQL, VCX
Nairobi: Lawn: HZ7N698, G7RHJWZ, CYD3LS, GVMYKPD, 2GPYBQ1, 4065C6P, DJSDKPY, MBC
Paris: Clay: V117G?L, 6JVLVP2, KSD3HRZ, CT37296, C6QDJST, K8XD3HR, TLLJRF, ZKS
Beijing: Hard: ?24KKOV, 7KVRVS3, NTD3HRZ, CT47396, C6QDJXT, K8XD3GR, FTLVJTG, ZGS
London: Lawn: 32W?1Z, TF6WR3L, V76178F, 8SHMWYL, 8ZG4HWF, TLWJPC2, GNY9RJ8, 6B4
Tokyo: Hard: 56D1NZW, HNXVYT3, PXL3HR?, DT573B6, G8RFJXT, K8XD3HR, FTLVMSJ, ZNS

New York: Hard: M?Q51MB, Q2N8H9V, S6FR284, 8CJBTNL, VXPFXJ3, HRFTLWJ, PC2FWQJ, 3JO
Don J: Clay: BQ14065, C6PDJST, K8XD3HR, FTLWJPC, 2GNYBQ1, 4065C6P, DJS80R3, MBC
If you've got a soft spot for one of the less-talented players, boost their skill level by entering this cheat: on the player-select screen press [L] five times, [X] once, [R] seven times, and [X] on controller two.
Every day can be a strawberries-and-cream day with these two smashing codes. The first is for round eight. The second gets you into the legendary exhibition match.
1: 9DVHPDR YL?VITX
NGLQOHW 3C5H6GD
TGLZTL8 XD3HRFT
LWJNLMN OJ4
2: K8XD3HR FTLWJPC
2GNYBQI 4065C6P
DJSTK8X D3HRFTL
WJPVKMW IJJ
For all you budding Beckers out there, here's a groovy code to get you to the last championship, with the largest possible amount of championship points:
K8XD3HR FTLWJPC ZGNYBQ1 4065C6P
DJSTK8X D3HRFTL WJPUKMW IGG
Use the following codes to give Super Speed to the player of your choice: D760AFAF+D761AFAF
Matt: DD290DA5
Amy: DD29ADA5
Brian: DD21ODA5
Kim: DD21ADA5
Phil: DD250DA5
Lisa: DD25ADA5
John: DD260DA5
Erin: DD26ADA5
Myer: DD2BODA5
Donna: DD2BADA5
Rich: DD2CODA5
Deb: DD2CADA5
Hiro: DD28ODA5
Colette: DD28ADA5
Steve/Nancy: DD2AODA5/DD2AADA5
Rob/Yukka: DD2AADA5/DD22ADA5
Mark/Barbie: DD23ODA5/DD23ADA5

Super Valis

7E0FB528: Energy
7E0FAE10: Unlimited special attacks



The Addams Family

Wait until the game goes into demo mode and Gomez picks up a power-up. Now start the game and you begin carrying the same power-up. Don't forget when you get the Game Over screen to walk left past the Continue door to get four extra lives.

To access a special hidden room, Behind the Stairs, go left in the Hall of Stairs until you're under the door above you. Now push up and a door will open. Another useful source of coins and lives is the chimneys. Climb the noose at the far left of the grounds to get the Fezicopter. Now fly right and go down the first chimney. When you exit, go back down the chimney and you find another bonus room. With all these extra lives the task at hand's made much easier.

If you're still having problems you could try one of these handy passwords:

Code	Effect
&1Z1D	three hearts, eight lives &Z#KC three hearts, 11 lives + Pugsley
?ZZKR	four hearts, 18 lives + Pugsley
?DK96	four hearts, 22 lives + Pugsley, Granny
?LSR4	four hearts, 33 lives + Pugsley,Granny and Fester
BLS1T	last level + five hearts
1111	100 lives

Here's a bonanza of tips.

At the Addams residence, go left to the gallows. Climb up and grab the flying Fez, then go down the west and east chimneys and pick up all the goodies. To start the game with an extra hit, go out of the first door on the left. Climb the tree and defeat the giant Budgie. He'll give you the password **&191?**.

If you're really greedy you can go to the kitchen; go left and you'll eventually come across the Snowman. Kill him and you'll get the password **?191D**. You can now start with the maximum two extra hits.
7E00AC05: Infinite lives
7E00C302: Invincible

The Combat Tribes

Enter the code 9207 in two-player mode to match any of the game's characters against each other.

The Legend of Zelda

7EF36D50: Invincible ten hearts
7EF36E80: Unlimited magic energy
7EF37746: Unlimited 70 arrows
7EF34332: Unlimited 50 bombs

The Rocketeer

Try the following passwords:

490	629	313
435	765	818
435	454	215
318	469	417
040	473	312

The Terminator

7E031F08: Infinite energy.
7E031C05: Infinite lives.

Thunder Spirits

Experts at this super-tough shoot-'em-up will be pleased to hear it's possible to access a souped-up options screen. Make sure both joypads are plugged in then press [SELECT] and [START] on the title screen to highlight the original options menu. Clock the game and you'll see the new set of options.

Tiny Toons

Easy level
1. Looniversity: BABS-GOGO-MAX
2. Wild West: PLUC-BOOK-ELMY
3. Ghost House: MAX-CALA-SHIR
4. American Football: ELMY-ROAD-SWEE
5. Space: SWEE-PLUC-BOOK

Hard level
1. Looniversity: PLUC-BABS-BOOK
2. Wild West: ROAD-MAX-ELMY
3. Ghost House: GOG-SHIR-SWEE
4. American Football: BOOK-PLUC-BABS
5. Sky: GOGO-CALA-ROAD
6. Space: MAX-BABS-SWEE

Menu for each of the bonus games: ELMY-SHIR-CALA
7E009E03: Unlimited life (energy)
7E00B6A0: Super dash. Dash is always available.
7E008E04: Unlimited lives proper



TMNT IV: Turtles in Time

7E1A A099: Infinite lives (player one)
7E1A E099: Infinite lives (player two)
7E04 4A50: Infinite energy (player one)
7E04 8A50: Infinite energy (player two)
7E00 9661: Infinite time (on verses mode)
Once again the trusty Konami cheat shows its worth. For those of you who don't know it, it's [UP], [UP], [DOWN], [DOWN], [L], [R], [B], [A].

TMNT IV: Turtles in Time (US version)

7E1A A004: Infinite lives player one
7EO4 4A50: Infinite energy player one
7E1A E004: Infinite lives player two
7E04 BA60: Infinite energy player two

Top Gear

Here's a complete list of passwords. Remember that if you enter the UK password you can select any of the countries in that category.

Country	Amateur	Professional	Championship
S. America	Moonbath	Four Meg	Educated
Japan	Gearbox	Legend	Oil Cloth
Germany	car park	Theworld	Wreckage
Scandinavia	Road hog	Letsrace	Caracole
France	Emulator	Alchemy	Epyllion
Italy	Analyser	A looper	Glucagon
UK	Horizons	Seasonal	Keelson

Alternatively, enter VALHALLA to open up all the tracks. This gives access to any circuit you choose.

7E1A A002: Unlimited lives
7E04 4A50 : Unlimited energy

Top Racer (Japanese version)

7E1E 6C03: Infinite nitros player one
7E1E 6E03: Infinite nitros player two

Toys

7E168E05: Infinite energy
7E168C05: Infinite lives

Ultraman

On the title screen press [SELECT] and [START] for a hidden options screen. Change the difficulty level and access a sound test to hear all the groovy FX!
7E039360: Unlimited energy.
7E021880: Unlimited time.

UN Squadron

If you're a sucker for punishment and you find all the other settings far too easy, for an extra-difficult level setting, go to the options screen and highlight the difficulty setting with controller one. Hold [A] and [X] on controller two and change the difficulty setting with controller one until you see the word 'Gamer.'
7E10088: Unlimited energy
7E00D901: Gives player 1 loads of money.
7E00DD31: Unlimited conventional bombs (when selected).
7E00DD02: Unlimited Mega Crush weapons.
7E00DD14: Unlimited thunder lazer. All other weapons can be found using code 1.
7E100808: Unlimited fuel.
If you're looking for a new challenge, enter the options mode and highlight game level. Hold [A] and [X] on joypad and flick though the difficulty setting with joypad one. A super-tough Gamer level appears. Have a go if you dare!

Wanderers from Ys

This American cart has a bug allowing you to be invincible. Begin the game and then reset. As the title screen appears (showing the American Sammy logo), push [UP], [DOWN], [UP], [DOWN], [SELECT] and [START] on joypad two. Return to joypad one, begin the game and press [SELECT]. On the character display screen choose Status.

Pick up joypad two again and press [SELECT]. The word 'Debug' appears next to Status and you're now invincible. To become mortal again, simply press [SELECT].

For a sound test, press [SELECT] on joypad one during the action. On the character display screen, press [SELECT] on joypad two. Now sample all your favourite ditties!

Wing Commander

7E169107: Infinite missiles

WWF Wrestlemania (US version)

7E06 EC30: Infinite energy for your wrestler — doesn't work on more than one. If you're playing tag-team or the survivor mode, the first wrestler you choose will be the one with infinite energy.

Xardian

7E0D2E04: Gives characters level 12

Y's II

7E12EE16: Infinite ring points
7E1294E6: Infinite hit points

Zelda III

7EF36E80: Unlimited magic energy
7EF37746: 70 arrows
7EF34332: 50 bombs
7EF36D50: 10 hearts
7EF36D50: 10 Hearts.
7EF37447: All Pendants.
7EF36DA0: Infinite energy with 20 hearts. Shoot with Master Sword.
7EF34001: bow.
7EF34101: boomerang.
7EF34201: hookshot.
7EF343XX: Bombs, replace XX with amount.
7EF34401: Magic dust.
7EF34501: Fire rod.
7EF34601: Ice rod.
7EF34701: Bombos medallion.
7EF34801: Ether medallion.
7EF34901: Quake medallion.
7EF34A01: Magic lamp.
7EF34B01: Magic hammer.
7EF34C0X: Flute or shovel (1,2).
7EF34E01: Book of Mundora.
7EF34F01: Bottle.
7EF35001: Cane of Somaria.
7EF35101: Cane of Byma.
7EF35201: Magic cape.
7EF35301: Magic mirror.
7EF3540X: Glove level (1-3).
7EF35501: Pegasus boots.
7EF35601: Flippers.
7EF35701: Moon pearl.
7EF3590X: Sword level (1-3).
7EF35A0X: 6Shield level (1-3).



While we're dedicated to tracking down every Super Nintendo tip, a few always get away. If you can help, send codes to TCC, SNES FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

The Guide

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● Free PC Engine — still boxed with Wonder Boy game, if you buy my Pal Mega Drive with Super Shinobi, Strider, Golden Axe, BJ Boy. runs all carts. £200 including courier delivery Ring John on (08206) 30359.

● SNES games for sale, SFII for £20, just cart, Super Aleste boxed and instructions for £28 in great condition. F-Zero with box & instructions £25. Mario 4, just cart £20 Phone on (0753) 852080, evenings only, thanks!

● (US) Jimmy Connors Pro Tennis, mint condition only £35 ono. Phone (021) 7060756.

● Jap Famicom games: Gundam F91, Ghouls & Ghosts, Castlevania, Joe & Mac, Contra III, Lemmings, Parodius, Mario VI, Turtles, R-Type. US SNES games: Zelda, Axelay. All £25 each, mint condition. Call (0728) 830845 ask for Tak.

● Bargain! I must be mad! UK SNES boxed, Mario 4, Zelda 3, WWF all boxed with instructions, 6 months old, also included 2 joypads hardly used. Only £180 ono. Serious offers only please! Ring Ian on (051) 722 0537. Don't waste this chance!

Swap

● I will swap my Super Swiv (UK) for Lemmings (UK) or Another World (UK) but any game considered! Call after 5pm ask for Chris Tel (0484) 518873.

● Swap Dragons Lair, Zelda, Castlevania for a Game Gear. Ring Simon on (0463) 782624.

● Willing to swap Populous or/and Castlevania for Super Ghouls Ghosts, Prince of Persia, Mickeys magical Quest or Axelay (all for English SNES) or sell Populous for £32 ono (brand new). Phone Brian anytime on (071) 350 1993.

● For the SNES swap Super Mario World or Super Ghouls 'n' Ghosts for Super Star Wars. Will be willing to pay the difference. Full with instruction booklet (4 months old) Ring Matthew on (0242) 572243.

● Swap SNES games, Tiny Toons, Spiderman/X-Men and Super probotector for Nintendo Game Boy and one game (games preferred, Mario 1 or 2 or Dr Franken), not Tetris. Tel (0279) 757394.

● Swap Mickey US (SNES) for Parodius, Starwing, Mystical Ninja, Star Wars, Fatal Fury, Pocky and Rocky, Manga videos will pay up to £7. Phone and ask for Kenny on (041) 639 3783.

● I will swap 40 Amiga games worth over £150 for just 3 SNES games that had over 80% in a review. The SNES games can be UK or US. Phone Steven on (023(810318, also swap F Zero for Contra II.

● SNES games to swap, Soulblazer (US), Super Png (Jap), Super Tennis (UK),Wanted Contra, Parodius, Pocky & Rocky or others, any format. Phone me at weekends with your offer (one for one) Newcastle area. Kevin 2665068.

● SNES swap. I will swap my Bart's Nightmare for your Lemmings or F-Zero, Turtles in Time, Zelda 3 or any other good game. Box must be in good condition, phone Alli on (0244) 378459 after 6pm.

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● SNES games Desert Strike, Kick Off, On the Ball, Ranma, Cybernator, Spin Dizzy swap for Rival Turf, Joe & Mac, STG, Mario World, Super Mario Kart, Super Adventure Island, Darius Twin and others also game Boy games for swap. Call James on (0924) 848007.

● Wanted SNES contacts for swaps, sales, etc, Pit Fighter contacts also wanted if interested write with list to: Steve Edwards, 6 Paddock Drive, Ivybridge, Devon.

● Super Nintendo for £50, desperate with games, Phone David on (081) 575 8841.

● Sixteen year old boy looking for pen pal. Boy or girl, must be interested in computers. I have a SNES, Mega Drive and Amiga. Please write to Paul Hughes, 23 Woodburn Loan, Dalkeith, Mid Lothian, Scotland, EH22 2ES.

● Contacts to swap games also Gold Finger codes. If you can help, please write to Gary Milne, 2 Ardeer Place, Fraser Burgh, Aberdeenshire, Scotland, AB43 5SW.

Pen Pals

● Hi I'm 13 years old and I love girls and SNES... Oh and my name is Victor Dugan, so write to me at 143 Grangeway, Runcorn, Cheshire, WA7 5HZ.

● Hi I"m Lewis and I like SNES and loud music. Girls (14-16) write to me enclosing a good photo!, write to; 14 Carlyle Rd, Staines, Middx, TW18 2PD or ring (0784) 461435.



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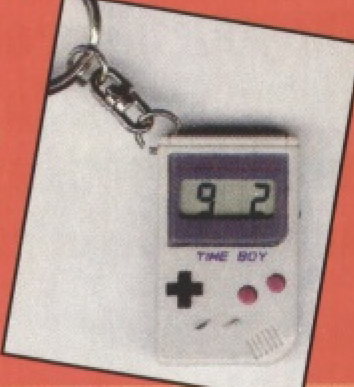
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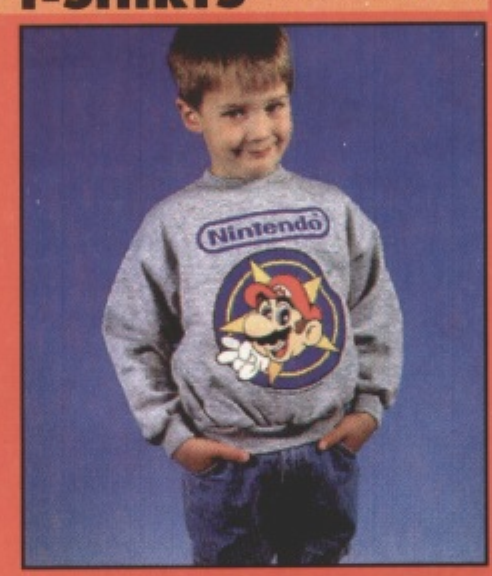
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The Guide Directory Enquiries

The ultimate reference guide to every Super Nintendo game continues to be our aim, and with over 200 games reviewed and rated we're almost there.

Acrobat Mission
● Teichiku
Good soundtrack but that doesn't make up for the unoriginal gameplay. **Force 65%**

Actraiser
● Enix
Sexy graphics and masses of violent gameplay make this a great adventure, which you should play for days and nights on end. **Force 87%**

Addams Family
● Ocean
A lively one-player game with slick presentation and a funky soundtrack. Instantly addictive. **Force 88%**

Aguri Suzuki
● LOZC
Fast, slick, well presented racing sim.with neat two-player option. Also known as F1 Super Driving. Plays better than he drives — good job really! **Force 83%**

Aliens vs Predator
● IGS
Great movie licence but this plodding beat-'em-up has flickering sprites and sluggish animation — a major disappointment! **Force 39%**

Another World
● Interplay
The US version of the brilliant adventure Out Of This World. Cinematic 3D graphics and great puzzles. Very addictive but a little on the easy side. **Force 85%**

Arcana
● Hal
Testing Import adventure game that is let down by poor graphics and frustrating gameplay. **Force 57%**

Alien 3
● Acclaim
Possibly the best shoot-em-up ever! Superb atmospheric graphics and excellent sound give the action an excellent feel. The missions are varied and very challenging. Guaranteed to keep blast fans occupied for ages. **Force 92%**



Assault Suits Valken
● MCS
Japanese version of Konami's superb shooter Cybernator. **Force 89%**

Astral Bout
● A-Wave
A disappointing beat-'em-up short on moves and highly frustrating. **Force 42%**

Augusta Masters
● T&E Soft
Impressive golf sim with the additional bonus of a handy battery back-up. Great graphics and straightforward gameplay. **Force 81%**

Axelay
● Konami
Superb gameplay, mind-blowing 3D graphics. Great sound and excellent playability. **Force 90%**



Bart's Nightmare
● Acclaim
A fun — but sometimes tedious — game with great cartoon graphics and a funky soundtrack. **Force 87%**

Batman Returns
● Konami
Wonderful dark Gotham graphics and great sound, but ultimately just too easy and not varied enough. **Force 82%**

Battle Blaze
● Sammy Corp
Worst Street Fighter II clone ever. Lovely fantasy graphics, but literally only about four moves each! **Force 33%**

Battle Clash
● Nintendo
An irritating little Robot shooting cart with nothing to sell it except that it's for the SuperScope. Wow! **Force 35%**

Battle Grand Prix
● Naxat
Impressive split-screen racer with simultaneous two-player option. Controls are a bit dodgy though! **Force 75%**

Best of the Best
● Loricel
Unusual Martial Arts sim with great variety in moves but pretty sad graphics. **Force 81%**

Big Run
● Jaleco
Dodgy graphics make this racer a non starter. A game best forgotten about! **Force 25%**

Bill Lambier's Combat Basketball
● Hudson Soft
Early attempt at a brawling basketball sim. Plenty of violence but very little gameplay. **Force 45%**

Blazeon
● Atlus
Uninspiring Japanese shooter with little new to offer in terms of graphics or playability. **Force 55%**

Blazing Skies
● Namcot
Also known as Ace's High, this WWI Flying sims recreates the thrills and spills of historic dog fights. **Force 72%**

Blues Brothers
● Titus
Good animation and sound, plenty of depth but very frustrating gameplay — especially in two-player mode. **Force 82%**

B.O.B.
● EA
An excellent platform shooter with a good selection of power-ups and weapons. A good challenge let down only by a slight control problem. **Force 86%**

Bulls vs Blazers
● EA

To help you find the games you want — fast — we've used the Super League colour-codes. Use this key below, and on the bottom of each page, to effortlessly pin-point the game style you're after.

Arcade
Not just all those games converted from classic coin-ops but also any that feature more than one style of gameplay.

Adventure/RPG
Games that usually take you on an adventure to another time or world and encourage you to use brains rather than brawn to solve the challenge.

Beat-'em-up
Raw, aggressive untamed bicep-bulging, fist-flying action is what this category is all about. But just because a game is rough doesn't mean it's necessarily good.
The best beat-'em-ups always include a strong element of strategy (knowing exactly the best way to defeat an enemy). That's what makes *Street Fighter II* king!

Platform
The Nintendo speciality. So called because the action usually involves jumping across a series of platforms (usually danger lurks underneath so don't fall off) to reach a goal and fight a level guardian.
The category has also grown to include all those jump-on-the-bad-guys'-heads games made popular by the *Mario* series.

One of the better basketball sims featuring the NBA's two hottest teams but still not as good as Tecmo's Super NBA Basketball. **Force 78%**

Cacoma Knight
● Datam
Very weird Japanese arcade game based on Qix, where you match up lines to form a picture. Fun for while but not much lastability. **Force 72%**

California Games 2
● DTMC
Appalling follow up to this arcade classic. Good six-player option but nothing else to offer. Nasty! **Force 36%**

Cal Ripken Jr Baseball
● Mindscape
A fun baseball sim with good FX and sampled speech. Great cut away close-up screens but no excitement when a home run is scored. Disappointing controls but gameplay is enjoyable for two but not for solo players. **Force 68%**

Cameltry
● TAITO
Also known as On The Ball. The constantly rotating play area is impressive for a while but there's very little attention to gameplay. **Force 68%**

Castlevania IV
● Konami
Outstanding presentation, excellent 3D and Mode 7 graphics and one of the best soundtracks around. **Force 88%**

Chester Cheetah
● Kaneko
A smooth well-presented game but lacking depth and polish. Graphics are pretty sketchy and gameplay is slow. **Force 65%**

Chuck Rock
● Sony
Large sprites, a rockin' tune and great playability — a bit little bit on the easy side though! **Force 87%**

Clue
● Parker Bros
American conversion of the classic board game Cludo. Stick to the original it's more enjoyable. **Force 66%**

Combat Tribes
● American Technos
A pretty good conversion of the boring arcade beat-'em-up. Sprites are small and undetailed. **Force 47%**

Cosmo Gang: the Video
● Namcot
Feeble attempt to revamp Space Invaders. Good two-player mode but not much else to offer. **Force 45%**

D-Force
● Asmik
Visually unattractive, but so bad it's almost cool. Pretty sad graphics and loads of pointless Mode 7 make this a cult purchase only. **Force 44%**

Darius Twin
● Taito
One of the original shoot-'em-ups. Now appears dated but there's still some fast, button-fiddling action. **Force 50%**

David Crane's Amazing Tennis
● Absolute
Incredible 3D animation and FX, large sprites and fast pace — needs more variety and a doubles option. **Force 86%**

Desert Strike
● EA
Straight conversion of the classic helicopter-based Gulf War sim with detailed graphics, fast scrolling and addictive gameplay. **Force 87%**

Dinosaurs
● IREM
Great graphics but needs more levels — difficulty option adds variety. **Force 81%**

Dragon's Lair
● Elite
Excellent graphics, dodgy to control at first and damn hard — addictive as hell. **Force 87%**

Drakkhen
● Infogrammes
Plenty of playabilty and depth once you get past the early levels. **Force 80%**

Contra Spirits
● Konami
Released in the UK as Super Probotector. An excellent one- or two-player blaster full of power ups, mindless shooting and alien blasting. Great graphics and FX — a bit light on levels though. **Force 92%**



Exhaust Heat II
● Seta
The fastest Mode 7 racer around. Three different car classes and loads of tracks — brilliant! **Force 84%**

Extra Innings Baseball
● Sony
Cutesy one- or two-player baseball sim with excellent gameplay. **Force 87%**

F-Zero
● Nintendo
Futuristic 3-D super-smooth racing game with excellent Mode 7 graphics— fast, brutal and fun. **Force 92%**



F1 Exhaust Heat
● Ocean
Very playable Grand Prix sim featuring sixteen tracks, a one- or two-player option and a battery back-up. **Force 85%**

F1 Super Driving
● LOZC
Japanese version of Aguri Suzuki. Good digitised graphics and special FX — and thankfully it plays better than he drives! **Force 82%**

Faceball 2000
● Teichiku
Converted from the GB to the SNES. Better than average puzzler with plenty of shooting involved. **Force 72%**

Fatal Fury
● Takara
Another in the long line of SF2 clones. This 12 meg scrapper looks cool but is frustrating to play. **Force 65%**

Final Fight
● Capcom
This great conversion of the classic arcade hit is only let down by its lack of two-player option. **Force 79%**

Final Fight Guy
● Capcom
Special edition of Final Fight which comes with free CD and an extra character to choose. Still no two-player option though! **Force 75%**

First Samurai
● Kemco
Good special moves make this an enjoyable challenge. Gameplay can be frustrating. **Force 69%**

Final Fantasy II
● Nintendo
An excellent introduction to RPGs but lacks serious challenge. One for beginners only. **Force 78%**

Formula One Circus
● Nichibutsu
Unconvincing Japanese racer with an overhead view and useless sprites and awful bleepy sounds. **Force 58%**

Gamba League
Japanese version of Extra Innings.

George Foreman's KO Boxing
● Acclaim
Nasty Boxing sim, even the two-player option doesn't save it. **Force 45%**

Geoman Warrior
Japanese version of The Legend of the Mystical Ninja.

Gods
● Mindscape
Tough puzzles and tedious first levels but gameplay gets better. **Force 81%**

Golden Fighter
● Culture Brain
Annoying fighting game let down by poor the animation and gameplay. **Force 54%**

Gradius III
● Konami
One of the original horizontal shooters and the inspiration behind Parodius. Loads of great weapons and power-ups and super graphics. **Force 87%**

Gun Force
● Irem
Challenging but slow blaster with good graphics. **Force 70%**

Harley's Humongous Adventure
● Hi-Tec Expressions
One of the worst platform games around. We loathed it. **Force 36%**

Hat Trick Hero
Also known as Super Soccer Champ.

Puzzle
Specific games with the emphasis on solving problems using the old grey matter rather than blasting everything in sight — although *Tetris and Bombliss* proves you can successfully combine the two. Sounds a bit heavy but many of the most interesting and addictive SNES games (*Lemmings* and *The Lost Vikings* for example) are puzzlers.

Shoot-'em-up
It all started way back with *Space Invaders* and *Asteroids.* Over a decade later the graphics have changed but the basic format is still the same. The theme is invariably '…the planet has been invaded by evil aliens. Grab a gun/jump in your spaceship and blast everything in sight.' but that doesn't stop the action being fast, furious and very intense.

Sports/Racing
The widest ranging category of them all includes the major sports — golf soccer, American football, tennis, motor racing (technically it is a sport!), baseball, basketball — plus some unusual ones like crazy golf and ten-pin bowling. Playing sports sims is your chance to fulfill those moments you've always dreamed about — like scoring that winning goal in the World Cup final!

Sims/Strategy
The games your mum and dad want you to have! Many a clever gamer has managed to get their parents to buy them a simulation on the grounds that it's 'educational' and '…it will help with my homework, honest.' Strategy games (for example *Populous* and *Powermonger* require a great deal of tactical planning.

Amusing but unrealistic football game with two-player option. Good graphics but frustrating gameplay. **Force 86%**

Hit The Ice
● TAITO
Average conversion of arcade ice hockey sim with the emphasis on fighting rather than skilful play. Tedious in one-player mode slightly more interesting for two. **Force 49%**

Hole in One
● Hal
A golf game with only one course? This crazy golf game is a laugh for a few minutes rapidly becomes boring. **Force 53%**

Home Alone
● T•HQ
Probably the singularly most appalling game on the SNES. Nuff said! **Force 18%**

Home Alone 2
● T•HQ
A vastly improved sequel. Graphics are still a bit sketchy but the gameplay is pretty addictive and some of the puzzles are a real laugh. **Force 65%**

Hook
● Sony
Looks great, sounds great but falls down on playability. **Force 81%**

Human Grand Prix
● Human
If it wasn't for the dodgy controls this would be one of the best racers on the market. Cool two-player split-screen option. **Force 81%**

IREM Skins Game
● IREM
Excellent graphics and playability and a cool two-player option lets you play against mates for cash. **Force 86%**

Jack Nicklaus Golf
● Konami
Good golf sim, but limited number of holes to play. **Force 77%**

Jaki Crush
● Naxat soft
A bit too repetitive, but just imagine playing pinball in an abattoir! **Force 56%**

James Bond Jr
● T•HQ
Unrealistic scrolling, awful sound and nasty animation — stay clear! **Force 43%**

Jerry Boy
● Konami
Japanese version of the weird but excellent platformer Smartball. Brilliant cartoon graphics make this a visual treat. **Force 86%**

Jeopardy
● Gametek
Console conversion of American general knowledge TV quiz show. Needless to say all the questions are about America! **Force 45%**

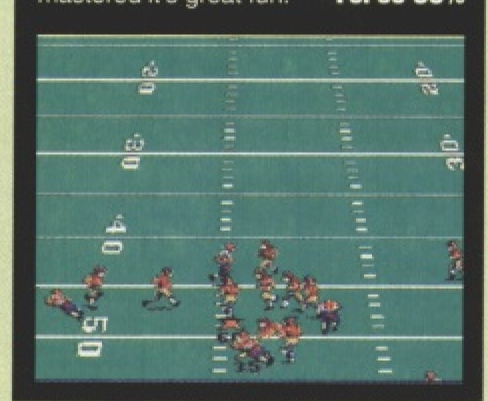
Jimmy Connors' Tennis
● Ubi Soft
Above-average tennis sim with lots of variation. Slow at first but good fun. **Force 70%**

Joe & Mac
● Elite
Slick animation and smart visuals with a great two-player — levels are a bit samey! **Force 84%**

Joe & Mac 2
● Elite
Don't be fooled by the name this is nothing like the original although it's a very good game in its own right. Great gameplay! **Force 86%**

John Maddens Football
● EA
Terrible conversion of one the best American Football sim ever. Get the sequel! **Force 45%**

John Maddens '93
● EA
Great sound, and good — but small — sprites make this a brilliant one- two-player American football sim. The controls are hard at first but once mastered it's great fun. **Force 90%**



Ka-Blooey
● Kemco
Also known as Bombuzal. Weird puzzler with the emphasis on blowing up bombs and balancing on platforms. **Force 80%**

Kikikaikai
● Natsume
Also known as Pocky and Rocky, this wacky Japanese adventure has bags of character and classic end-of-level guardians. Well worth a look! **Force 85%**

King Arthur's World
● Jaleco
Excellent strategy/puzzler in the mould of Lemmings. Slow to start but lots of in-depth gameplay. **Force 82%**

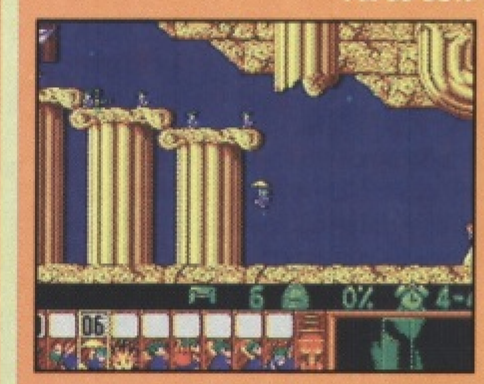
King of the Monsters
● Takara
Great animation but dodgy music and poor FX mean you'll soon get bored. **Force 70%**

King Of The Rally
● Meldac
Sparse racing game with good graphics but not enough challenge and limited lastability. **Force 65%**

Krusty's Super Fun House
● Acclaim
Humorous gameplay with a good range of puzzles but too repetitive! **Force 82%**

Lethal Weapon
● Ocean
Run-of-the-mill shooter with very sad gameplay. **Force 57%**

Lemmings
● Sunsoft
Highly addictive strategy game with brilliant graphics and tunes. Over 180 levels to keep you going way into the early hours of the morning. **Force 90%**



Musya
● Datam
Japanese cart with some nice touches, but nothing to really keep you playing. **Force 60%**

Mystical Ninja
● Konami
US version of Geoman Warrior. Excellent one- and two-player game, with loads of options, great sound and 10 challenging levels — brilliant! **Force 88%**

NBA All-Star Challenge
● Acclaim
Simplistic basketball sim with good graphics and five small sub-games but no match option. **Force 63%**

NCAA Basketball
● Nintendo
Also called Super Slam Dunk this visually stunning basketball sim uses Mode 7 to great effect. **Force 86%**

NHLPA Hockey
● EA
Slightly disappointing conversion of the brilliant Mega Drive Ice Hockey game EA Hockey '92. **Force 81%**

Lost Vikings
● Interplay
One of the most original games to grace the SNES. *Lost Vikings* combines excellent cartoon-style graphics with addictive gameplay. One of the best game's released this year and a must for puzzle fans, others will be quickly converted. **Force 91%**



Magic Adventure
● Bandai
Unusual Japanese game with good graphics but bland gameplay. **Force 77%**

Magic Sword
● Capcom
Probably Capcom's weakest game to date. Looks good but the gameplay is just too slow. **Force 64%**

Mario Paint
● Nintendo
Fun-packed but basic art package for kids. **Force 82%**

Mech Warrior
● Activision
A complicated action and strategy title. **Force 79%**

Mickey's Magical Quest
● Capcom
Superb game with great graphics and enchanting soundtrack. Gameplay is a little easy but can be altered to make the game more interesting. **Force 91%**

Monopoly
● Parker Bros
Bad sound and FX make this poor conversion of the board game very boring indeed — horrible! **Force 25%**

NHLPA Hockey '93
● EA
Updated sequel with improved playability, loads of stats and furious fighting scenes. **Force 86%**

Nolan Ryan's Baseball
● Romstar
Disappointing licence from the best pitcher in the Major League. Plenty of stats but not enough has gone into gameplay. **Force 64%**

On The Ball
See Cameltry

Out of this World
● Interplay
UK version of Another World. A unique combination of textured polygons and sci-fi backdrops make this atmospheric and very addictive. **Force 85%**

Paperboy 2
● Mindscape
A horrible conversion of a horrible game. Very dated and very poor. **Force 33%**

Parodius
● Konami
Fun gameplay, excellent graphics and great tunes make this a real laugh — a bit easy though! **Force 87%**

Arcade | Adventure/RPG | Beat-'em-up | Platform

Pebble Beach Golf
● T&E Soft
Brilliant digitised graphics and simple but responsive controls. Only one course but it's very good! **Force 83%**

PGA Tour Golf
● EA
The most accurate of golfing sims. Many may find play four rounds in a championship a little boring but hey… that's golf! **Force 85%**

Phalanx
● Kemco
Unoriginal and frustrating gameplay saved only by clean, sharp graphics. **Force 74%**

Pilotwings
● Nintendo
Unbelievable graphics and scrolling make this one of the best flight sims around. Eight locations with lots of variation means you just can't stop yourself playing. The ultimate flying game! **Force 91%**



Pipe Dream
● Kemco
A two-player puzzler high on good graphics but short on thrills. **Force 74%**

Pit-Fighter
● T•HQ
Awful conversion of the arcade fighting game. Two-player option but difficulty is way too hard. **Force 38%**

Pocky and Rocky
● Natsume
See Kikikaikai

Pop 'n Twinbee
● Konami
This colourful shooter combines the excellent graphics of *Axelay* with cute appeal of *Parodius*. Atmospheric tunes and great level bosses make this a real treat to the senses. A little too easy in one-player mode. **Force 80%**

Populous
● Anco
The king of strategy games. Maybe getting a little long in the tooth but still gives most games of its kind a run for their money. **Force 81%**

Power Athlete
● Kaneco
Oh no, another SF2 clone, only with graphics a Game Gear would reject! **Force 25%**

Powermonger
● Powermonger
With a SNES mouse this battle strategy sim is a good conversion of the Amiga classic, if not the control method is very slow and frustrating. **Force 64%**

Prince of Persia
● Konami
Stunning graphics and backdrops with great animation and atmospheric music. Twenty levels of action and puzzles make this very addictive — excellent use of a password system! **Force 89%**

Pro Quarterback
● Tradewest
Visually stunning but ultimately boring American Football simulation. Uses a unusual 3D Mode 7 perspective but plays are too difficult to complete. **Force 66%**

Pugsley's Scavenger Hunt
● Ocean
Very good sequel to the first *Addams Family* release, boasting incredible graphics and sparkling tunes — not as playable though! **Force 85%**

Push Over
● Ocean
Domino Rally-style puzzler to blow your brain cells, ported across from the Amiga. **Force 76%**

Q*Bert 3
● NTVIC
Cool graphics but monotonous gameplay soon gets boring. **Force 64%**

Race Driving
● ?
One of the worst racing gams of all time. **Force 25%**

Radical Psyche Racing
● ?
Don't venture anywhere near this gigantic, outrageous pile of doggy do's. It's awful. **Force 26%**

Raiden Trad
● Electro Brain
Another arcade blaster featuring a two-player simultaneous option but not much else. **Force 65%**

Rampart
● EA
Wall-building sim with below average graphics and poor sound — lacks depth and playability. **Force 51%**

Ranma 1/2
● NCS
Cutesy Japanese Anime beat-'em-up based on popular cult cartoon. A fluffy version of SF2 Weird and wacky but not as good as the sequel. **Force 80%**

Ranma 1/2 Part 2
● NCS
Excellent and even weirder sequel to Ranma. Great moves and graphics but a little easy! **Force 85%**

Rival Turf
● Jaleco
Scrolling beat-'em-up with nice graphics but no two-player option and limited controls. **Force 55%**

Road Runner: Death Valley Rally
● Sunsoft
Superb graphics, fun gameplay with great Warner Bros theme — awkward controls. **Force 84%**

Robocop 3
● Ocean
Above average backgrounds but bad animation and sprites, make gameplay far too frustrating. **Force 48%**

Roger Clemens MVP Baseball
● Acclaim
Disappointing baseball sim from the Major League's most talented pitcher. **Force 45%**

Royal Rumble
● Acclaim
This sequel to *WWF Wrestlemania* is an improvement but doesn't go far enough. Fun in two-player mode but not enough variety for the solo player. Presentation is good but ultimately far too easy. **Force 80%**

RPM Racing
● Interplay
Off-Road style racer with cool split screen for simultaneous two-player head-to-head challenge. Gameplay is too repetitive. **Force 68%**

Rushing Beat Run
● Jaleco
Sequel To Rival Turf with improved characters and graphics but not enough variation in gameplay. **Force 74%**

Sim City
● Nintendo
Excellent city-building sim with colourful visuals and addictive gameplay. Over 1,000 land-forms and three difficulty levels — you'll be playing for ages! **Force 88%**

Sim Earth
● Imagineer
A strange but interesting 'edutainment' cart. An intellectual and ecologically sound planet simulation. **Force 74%**

Sküljagger
● American Softworks
This hack 'n' slash piratey affair is too frustrating to be an essential purchase. **Force 62%**

Sky Mission
See Blazing Skies

Smart Ball
● Konami
US version of Jerry Boy. Masses of power-ups, colourful visuals and an enormous playing area in this cute platform adventure — very addictive but a little bit easy. **Force 87%**

Shadow Run
● Data East
Addictive and playable adventure/RPG with cool sounds, vivid sprites and logical puzzles. Rivals *Zelda* for best of its class — Superb. **Force 92%**



Sonic Blast Man
● Taito
Active animation and colourful backdrops but too repetitive to provide a lasting challenge. **Force 69%**

Soul Blazer
● Enix
This wacky sequel to Actraiser looks great but is far too simple. A great introduction to arcade-style RPGs but it shouldn't take more than a week or so to finish it. **Force 84%**

Spanky's Quest
● Natsume
Platform-based arcade action starring an ape. Work your way through he endless levels (armed only with an unlimited supply of balls!) looking for keys — fun but limited lastability. **Force 75%**

Spiderman and the X-Men
● Acclaim
A real disappointment considering how good Spidey on the MD was. There's plenty of variety in gameplay but there's simply not enough action. Cool Guns and Roses style theme tune but not much else. Comics fans only. **Force 75%**

Spindizzy Worlds
● ASCII
A unique 3D puzzle game for advanced game fiends. Lots to do but gameplay can become frustrating. **Force 82%**

StarFox
● Nintendo
Japanese version of visually impressive space-based 3D shooter featuring new SFX chip. Not as good as we hoped — and a little on the easy side — but still a great gaming experience. Not to sure about the hefty price tag though. **Force 85%**

StarWing
Official UK version of StarFox.

Strike Gunner
● NTVIC
A limited-appeal blaster with simultaneous two-player option but far too easy! **Force 63%**

Puzzle | Shoot-'em-up | Sports/Racing | Sims/Strategy

Street Fighter II
● Capcom
The best beat-'em-up ever! Huge 16-meg cart boasting awesome graphics and incredible long-lasting playability. The only fault is the minor control problems — some of he special moves take a while to master but once you sort this ot the game is only limited by your own skill. **Force 96%**



Street Fighter 2 Turbo
● Capcom
With superb speed, sound, graphics and addictiveness *SFII Turbo* is the best beat-'em-up to date. Four new characters to master, loads of new moves and super fast gameplay — you won't know what hit you. Buy it! **Force 96%**



Striker
● Elite
Without the a doubt the fastest soccer sim to date. Loads of options allow you to customise every stage of gameplay from players' attributes to pitch surface. Very easy in one-player mode but the 64 teams make two-player games great fun. **Force 82%**

Super Action Football
● Nintendo
This innovative American football sim uses an unusual slanted perspective in attempt to capture the thrills 'n' spills of NFL action. Unfortunately it only succeeds in giving the action a disorientating feel. Still a pretty good game though not in Maddens' class. **Force 77%**

Super Adventure Island
● Hudson Soft
This fruit collecting arcade classic has been around for years but still plays and looks good. Good graphics and a wicked soundtrack let down by frustrating gameplay. **Force 84%**

Super Aleste
● TOHO
A fast vertical shoot-'em-up that's really rather nice and detailed. **Force 78%**

Super Bases Loaded
● Jaleco
Also known as Super Pro Baseball. Sketchy baseball sim with an un-finished look to the graphics — good gameplay but lacks presentation. **Force 45%**

Super Batter Up
● Namco
Definitely no picture to look at but get past the sketchy pain-by-numbers graphics and this is one of the better baseball sims. Quick and responsive with plenty of good gameplay. **Force 83%**

Super Battletank
● Absolute
A far too basic tank sim launched on the back of the Gulf War. Superb graphics but the controls are frustrating and the constant flicking between map screens to find your location drives you crazy. **Force 57%**

Super Bomber Man
● Hudsonsoft
The best multi-player game around. Grab a four-player adapter and this otherwise limp one-player game transforms into an addictive and exciting experience. **Force 78%**

Super Bowling
● Technos
A good four-player cartoon-style ten-pin bowling sim with a real raunchy rock 'n' roll soundtrack. Fun with friends but boring on your own. Once you master the right place on the lane you can score a strike every time. **Force 70%**

Super Cup Soccer
● Jaleco
Also known as Super Goal. Easy to play one- and two-player side-on soccer sim lacking variety and realism — there are no yellow or red cards! **Force 72%**

Super Double Dragon
● Tradewest
Traditional rough 'n' ready sideways scrolling beat-'em-up Graphics and FX are bland but gameplay is fun especially for two. **Force 70%**

Super Dunkshot
See NCAA Basketball

Super Fire Pro Wrestling
● Human
Hilariously bad to the point of almost being good simultaneous four-player multi tap wrestling game. **Force 45%**

Super Formation Soccer
● Human
Slightly inferior Japanese version of Super Soccer. Slick 3D footie sim with great graphics. One- and two-player option plus two players simultaneously against the computer. Choice of exhibition match or World Cup and a good variety of players each with individual attributes. Moves are a little limited and this version has no yellow cards or penalty shoot out option. **Force 84%**

Super Goal
See Super Cup Soccer

Super Ghouls 'n Ghosts
● Capcom
Classic arcade action that still stands the test of time. Very challenging and occasionally sluggish — a real test of your skills. **Force 89%**

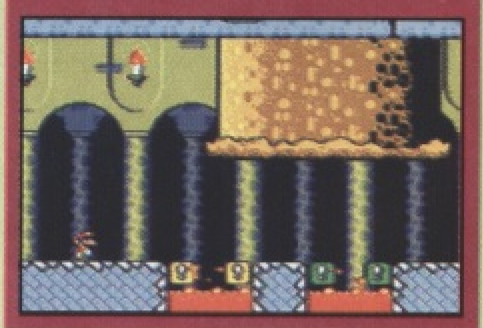
Super James Pond
● Ocean
This classic features some of the most colourful graphics of any SNES game but suffers from a ridiculously easy difficulty setting and slow gameplay. Best suited to younger players. **Force 85%**

Super Kick Off
● Anco
Overhead very fast football game with zillions of options — poor scrolling leads to frustrating gameplay. **Force 76%**

Super Mario Kart
● Nintendo
The best racing game ever! Yes, Mario and the gang are back in an incredibly-addictive karting game. There are three difficulty settings, one- and two-player options pus a choice of Grand Prix, Battle or Time Trial. Non-stop fun but maybe a bit limited for solo drivers. **Force 90%**



Super Mario World
● Nintendo
Mario's first SNES adventure is packed with 96 levels to explore and masses of tricky puzzles to solve, bonus rooms to find and special worlds to conquer. Superb cute graphics, brilliant theme tune and the best playability ever — recommended to everyone. **Force 95%**



Super NBA Basketball
● Tecmo
Brilliant official NBA basketball game with slick scrolling, incredible fast pace and great controls. The best five-on-five game available. **Force 88%**

Super Off-Road
● Tradewest
Race off-road trucks around indoor circuits filled with hazardous obstacles. Prize money is awarded depending on position and there are plenty of upgrades to buy and different levels but repetitive gameplay gets boring. **Force 51%**

Super Pang
● Capcom
This bubble-bursting arcade conversion pits a boy and his gun against ever increasing quantities of bubbles. The aim is to blast the lot and grab the power-ups before moving onto the next level where things get even tougher. Great gameplay but no two-player game. Highly addictive. **Force 88%**

Super Play Action Football
● Nintendo
Disappointing American football sim considering how brilliant Nintendo's other releases have been. All 28 NFL teams are here, plus College and High School teams. Features three different control systems depending on difficulty and some cool moves but is missing vital ingredients in the gameplay department. Could've been wonderful. Oh well... **Force 77%**

Super Pro Baseball
See Super Bases Loaded

Super Probotector
See Contra Spirits Also known in US as Contra III

Super R-Type
● IREM
One of the first four UK Pal Super Nintendo releases and it's easy to see why. This highly addictive sideways-scrolling space-age blaster has loads of power-ups, great graphics and sound and a nice and tough difficulty setting. **Force 83%**

Super Smash TV
● Acclaim
Gruesome blaster based on futuristic Running Man style quiz show where the aim is to kill or be killed.Slick and sharp presentation with great sampling and music make this action-packed arcade conversion addictive as hell. Firing controls are a bit tricky at first as each of the four buttons fires in a different direction but this doesn't take too log too get to grips with. **Force 87%**

Super Soccer Champ
See Hat-Trick Hero

Super Strike Eagle
● Microprose
A fast and furious flight sim featuring excellent mode 7 scaling and rotation. Gameplay becomes repetitive after a bit of play though. **Force 79%**

Super Strike Gunner
● NTVIC
Very easy up-the-screen space-based shooter that takes about an hour to complete. No lastability at all. **Force 55%**

Arcade | Adventure/RPG | Beat-'em-up | Platform

Super Star Wars
● JVC

One of the best shoot-'em-ups of all time and a total gaming experience. From the second the amazing movie-style introduction and stunning theme tune starts up you're hooked. A top-notch game that is instantly addictive. Brilliant visuals, brilliant FX and it is so simple to play it's unbelievable. The only problem is that it's not too difficult to complete but even so you won't be able to stop going back for another go. Definitely has to be seen (and heard!) to be believed. **Force 92%**



Super Swiv
● Storm

Great graphics packed with detail but mega-tough gameplay and no continues is very frustrating. Two-player simultaneous game is much more playable. **Force 78%**

Super Tennis
● Nintendo

Loads of options to choose from including an excellent two-player mode. With good cartoon-style graphics, above average FX, and one of the most playable control systems ever, this tennis sim is very addictive and very realistic. One of the best sports games ever. **Force 88%**

Super Tetris 2 + Bombliss
● BPS

Straight conversion of the fiendishly addictive Tetris. Graphics are nothing special but the gameplay is superb as ever. Bombliss is a great game in its own right and combining the two is a great value for money cart if you're a fan of classic puzzlers. **Force 85%**

Super Valis
● Telenet

Another in a long line of samey Japanese platformers. Graphics and backgrounds are cute but gameplay is unchallenging. **Force 60%**

T2 Judgment Day
● Acclaim

Another disappointing film licence. *T2* promises so much but delivers very little. Frustrating gameplay and sketchy graphics result in limited lastability. **Force 46%**

Taz-Mania
● T• HQ

A original combination of racing game and collect-'em-up. The graphics and the sound is excellent although gameplay becomes repetitive. **Force 86%**

Terminator
● Mindscape

Boring and frustrating licence that promises so much and delivers very little. Despite a good intro sequence, atmospheric visuals and digitised movie stills once you get to the action the gameplay falls flat. Levels are huge but it's very hard and quickly becomes frustrating, annoying and then boring. **Force 55%**

Test drive II
● Accolade

Realistic sports car challenge against computer. There's a choice of four classic sports cars and a great in-the-cockpit view. The aim is on realism so you really get a feel for speed. There are a number of highways to race on and a few nice touches like flies splatting on the windscreen and the grumpy cop who arrests you for speeding. But lacks excitement. **Force 78%**

The Hunt For Red October
● Hi-Tech Expressions

Limited and almost unrecognisable Super Scope conversion of the popular submarine suspense movie starring Sean Connery and William Baldwin. Dodgy graphics and uninspiring gameplay make sure this sinks rather than swims. **Force 55%**

Tiny Toons
● Konami

Visually stunning cartoon platformer starring the Warner Bros gang. The dash control takes a while to get used to but once mastered is brilliant. The sub-games are superb — there's even a mini American football game — but the fun finishes far too quickly. A joy to play and a brilliant laugh but too easy! **Force 87%**

The Rocketeer
● IGS

Poor Disney licence of a very bad film. In the early rounds the action consists of racing a plane around in circles against computer controlled opponents but later goes onto include beat-'em-up sections. Gameplay lacks excitement and challenge — the graphics are passable but that's about it. **Force 45%**

Thunder Spirits
● Seika

Another in a long line of samey Japanese shooters. Decent graphics but nothing in the gameplay department to stimulate interest. **Force 65%**

Tom and Jerry
● Hi-Tech Expressions

A god-awful, lifeless conversion of a classic cartoon. Some really good graphics but the annoying control system makes gameplay really frustrating . **Force 44%**

Top Gear
● Kemco

Also known as Top Racer in Japan, this is one of the great racing games of all time. Four cars, loads of tracks and super gameplay make sure you'll be playing under the chequered flag comes down . **Force 88%**

Tuff E Nuff
● Jaleco

An above average beat-'em-up with large sprites, impressive speech and an action replay feature. Lacks challenge in one-player mode and the glitchy animation becomes frustrating. **Force 65%**

Turtles In Time
● Konami

Great visuals with rockin' sounds and speech. Fun to play but lacks challenge and variety. **Force 75%**

Ultraman
● Bandai

Seasoned Japanese beat-'em-up which looks pretty out of date these days. Some good touches but otherwise lifeless. **Force 51%**

UN Squadron
● Capcom

One of the earliest Capcom classics this impressive arcade-style plane-based shooter still stands the test of time pretty well. It was a major hit on the Super Famicom and it's going strong to this day. There are plenty of weapons, loads of enemies and impressive graphics, unfortunately it suffers badly from 'slow down ' when there is plenty of action on-screen. **Force 83%**

Waialae Country Club
● T&E Soft

Graphically impressive but plodding golf sim over one of the world's most spectacular and unforgiving courses. The scenery takes your breath away but the gameplay is just to slow **Force 76%**

Warp Speed
● Accolade

Cool looking spaced-based blaster with very impressive use of Mode 7. Gameplay is slow as you fight enemies one-on-one rather than blast it out wit a whole fleet. Maybe a bit dated but still enjoyable. **Force 75%**

Wheel Of Fortune
● Gametek

American Hangman-style TV quiz game that's a laugh for a group but tiresome for the single player. The highlight for many is the digitised Vanna White but even she can't save the show. **Force 37%**

Wing Commander
● Mindscape

An excellent intergalactic fighting adventure with stunning visuals, oodles of missions and space scum to blow away. Graphics can be a bit dodgy and there is some slow down when the action gets really hot. **Force 84%**

World Class Rugby
● Imagineer

Unusual but enjoyable cartoon rugby union sim released on the back of the popularity of the World Cup. The control system is a little awkward and unrealistic but good fun nevertheless. An excellent attempt at console rugby. **Force 78%**

Wordtris
● Spectrum Holobyte

A strange and disappointing twist to Tetris. Matching letters instead of blocks doesn't work anywhere near as well. Whereas the original Tetris was fast, compulsive playing this is nowhere near as addictive and playable. **Force 45%**

WWF Wrestlemania
● Acclaim

A good arcade conversion capturing all the thrills and spills of WWF wrestling. All the WWF legends are featured — Hulk Hogan, Randy Savage, The Undertaker etc. Tough at first with a lot of button prodding — limited for one. **Force 83%**

X-Zone
● Kemco

Another SuperScope game, and easily the best of a *very* bad bunch. The aim of this shooter is to overcomes the defences of a computer that's gone out of control. **Force 61%**

Xardion
● Asmik

Boring Jap blaster with some neat graphics but just not fast enough. The highlight is the smooth scrolling and the Contra-type gameplay although this raises it to a just-above-average status. **Force 60%**

Zelda 3 : A Link to the Past
● Nintendo

A superb and unsurpassed RPG with great effects and 3-D maps. The graphics aren't spectacular but the rivetting gameplay and the challenging but not overpowering puzzles make this one of the best games ever.

Easy to get into, very hard to get out of and even harder to complete. Without a doubt the best RPG ever — can't wait for the sequel! **Force 93%**



Catch up on the Nintendo scene in The Guide next month when the most informed reference section gets even bigger.

Puzzle | Shoot-'em-up | Sports/Racing | Sims/Strategy

MORAL KOMBAT

Even though the SNES version of Mortal Kombat been toned down, it's still a pretty gruesome affair and has really fueled the great video game violence debate. Rather than sit back and watch events come to a head, we initiated proceedings by inviting arguments for and against.

We began with **Mary Whitehouse's National Viewers & Listeners Association**, whose General Secretary, **John Beyer**, issued these words of wisdom:

'Quite frankly, we don't believe these games are good for anybody, and the sooner the manufacturers realise what harm they're doing the better.' But when challenged to provide evidence to back up his claims (many people have sought a direct link between what we see and what we do, but none have found one), all he could say was '…constant or prolonged exposure to blood and gore of this nature may make games players believe that violence can be a justified means to an end. Almost acceptable in some perverse way.

'We are also concerned,' he added, 'that children could try to re-enact certain parts of the game, thereby causing damage to themselves or others.'

Naturally, nobody wants to see console owners suffering in any way whatsoever from the games they play, least of all us. But we were still having difficulty accepting the fact that games do, in fact, have any adverse effect.

'We firmly believe that people *are* influenced by what they play,' he stipulated, 'and that their behaviour can be directly affected by what they watch onscreen.'

'Some children are able to overcome the effects,' he conceded, 'although many others are vulnerable. What these games do is rot the conscience and can make people begin to act out their fantasies.' Amazingly, according to Mr Beyer, 'even traditional role-playing games can do the same thing.'

Despite being unable to prove any of the Association's claims, Mr Beyer was unwavering in his beliefs.

Armed with a SNES, a copy of *Mortal Kombat* and a transcript of Mr Beyer's comments we invited the teachers and pupils of a local comprehensive school to play the game and give us their views. Tom Titchmarsh (18) declared 'I find the censorship patronising and self-defeating.' When asked if games with a particularly high 'gore count' should be restricted to over 18s Simon Bowes (12) protested 'No. Because being told you can't do something just makes you want to do it all the more.'

School teacher Brian Sharp was less convinced 'Since we can never guarantee that children have a strong and caring background through which they can make rational judgments about apparently belittling human beings, I feel that some warnings should be posted on the games for parents/guardians to make judgments.'



"I find the censorship patronising and self-defeating."

Tom Titchmarsh (18)



"I love the blood and gore spurting everywhere."

Sara Randall (14)



"Warnings should be posted on games for parents."

Brian Sharp (36)

Not being ones to sit around on our laurels, we took our findings to Acclaim themselves. Producers of the home console version of *Mortal Kombat*, if anyone would be prepared to defend the violence in print, it was surely they…

Managing Director of **Acclaim UK, Nick Garnell**, hit back at the National Viewers & Listeners Association in no uncertain terms, dismissing John Beyer's statements as 'very rash and badly-supported arguments. Mr Beyer's claim that they "rot the conscience" is a good example' he added, saying '…this is nothing short of alarmist nonsense. Where is the evidence?'

'It has always been the case that adults have found it difficult to understand the tastes of their children — look at past reaction to rock music and many television programmes,' cited Mr Garnell. 'But unfortunately, the next step for many is to attack what they don't understand.'

Acclaim's liberal view is that children of all ages should be allowed to enjoy entertainment of this nature without fear of reproach: 'Video games, like many other activities, give kids a harmless and exciting outlet for enjoyment and competition. The Mary Whitehouse Association statement that "we don't believe these games are good for anyone" simply reveals an ignorance of the facts and a blinkered unwillingness to accommodate other peoples likes and tastes.'

We asked Nick to answer a few questions…

SNES FORCE: What made you decide to take on the *Mortal Kombat* licence from Williams?

Acclaim: Successful arcade titles have always been a key source of subjects for video games. We are immensely pleased with the closeness of our game to the original.

SNES FORCE: Many Super Nintendo owners will be disappointed by the absence of blood and the gory end sequences in *Mortal Kombat*. Did your original SNES version contain blood and feature the original arcade death moves?

Acclaim: No-one will be disappointed with *Mortal Kombat*!

SNES FORCE: If so, what explanation did Nintendo give for cutting them out? If not, why did you develop a Sega version with all the blood and gore and a really tame SNES version?

Acclaim: As you know, publishers must gain approval from both Sega and Nintendo before publishing for their systems — so it's quite likely that the two games would turn out slightly different.

SNES FORCE: Inevitably moralists will object to the violence in *Mortal Kombat*. What are your views on the argument that people playing violent video games are more likely to be involved in acts of violence?

Acclaim: There is absolutely no evidence for that claim, it's simply unhelpful scare-mongering! The counter-argument that video games provide an enjoyable and harmless outlet for enthusiastic competition is for more compelling.

SNES FORCE: Would you support a scheme giving video games a certified rating and do you think *MK* should be a certificate 18 game?

Acclaim: If the industry and the consumer believes it's the way forward then we would be happy to enter into the discussions. But we do not currently believe this is necessary. And no, *Mortal Kombat* is certainly not an 18-rated video game.

Next Month!



2nd September

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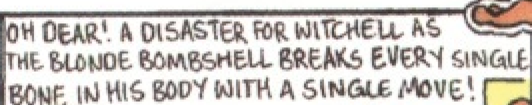


YES! THE 1993 STREET FIGHTING CHAMPIONSHIPS ARE UNDER WAY! THE CONTESTANTS ARE BUSY WARMING UP FOR THE FIRST ROUND..

RAAA!!

FIRST UP.. IT'S PAMELA ANDERSON FROM BAYWATCH VERSUS NICHOLAS WITCHELL OF BBC BREAKFAST NEWS FAME..

FIGHT!





OVER TO THE NEXT FIGHT WHERE BRETT ANDERSON FROM SUEDE UNVEILS HIS REVOLUTIONARY FIGHTING TECHNIQUE IN A CLASH WITH THE HUNCH-BACK OF NOTRE DAME!

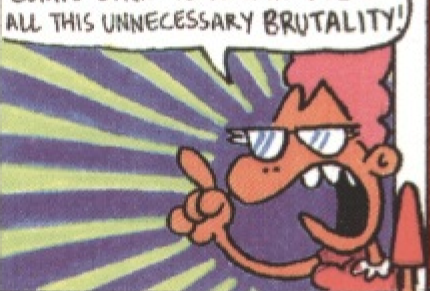
GRRR! C'MON AND FIGHT!

LOOK! BRETT'S JUST STANDING THERE AND LOOKING SENSUAL!

I DON'T THINK THE HUNCHBACK CAN TAKE IT!







OH YEAH? WELL I'M JEAN-CLAUDE VAN DAMME AND I'M INTERRUPTING THIS INTERRUPTION TO SMASH YOU IN THE FACE!

SOCK!

CHARLIE BROOKER™





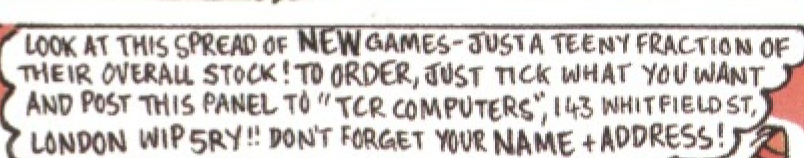


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THE ULTIMATE PARTY ANIMAL IS HERE!

TAZ-MANIA™

BOTTOMLESS PIT AHEAD

Spring has sprung and a young man's fancy turns to thoughts of…KIWIS!

At least if you're a Tazmanian Devil and especially if you're TAZ, the wildest and hungriest inhabitant of the Outback.

You control the infamous TAZ as he spins and munches his way through anything and everything in his path. But what he's really after is those elusive little Kiwi birds! Only one problem: Spring is the worst time to catch them, since they're especially alert for predators. Besides, not only are they the craftiest creatures in the Outback, they're also the fastest. Poor TAZ – he had to be in the mood for some fast food!

To make matters worse, a Tazmanian She-Devil is on the prowl for TAZ and she doesn't like it when he plays hard to get. He's not interested, but she just won't take no for an answer!

Get set for TAZ-MANIA – take TAZ past the dangerous drivers and treacherous traps, find hidden areas and secret levels and catch those Kiwis – all while avoiding the romantic advances of the She-Devil.

This is one game you can really sink your teeth into – or as TAZ, the ultimate party animal, would say:

"GRRR/&*(%$!!!"

"Superbly polished product, mountains of fun… simply brilliant!"
Super Pro 90%

"Full to bursting, overflowing with characters and hazards."
Super Action 87%

"A cracking racing game… a treat to look at!"
Snes Force 86%

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